

EXCLUSIVE VIRGIN'S SHUTTLE



AGONY p.12

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**WIN YOURSELF A COPY
OF THE MEGA SPACE
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INDUSTRY AWARDS

It's been a year of mixed fortunes for the computer game industry, but that failed to dampen the excitement and anticipation at the annual Industry Awards for 1991.

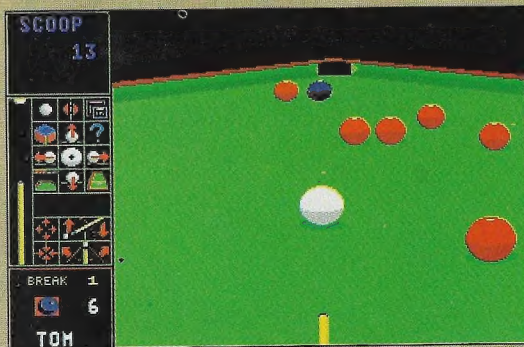
Top comedy duo, Hale and Pace, left 'em rolling in the aisles. But then it was down to the serious business of the awards ceremony.

BEST BUDGET TITLE

First up to the podium was Bitmap Brother Mike Montgomery, as the Brothers managed to squeeze yet another award out of the shoot'em-up supreme, *Xenon II*.

ARCHER'S ON TARGET

Man of the match was undoubtedly game-design veteran Archer Maclean, who scooped the coveted *Lifetime Achievement* award, presented by Commodore along with the award for *Outstanding Technical Merit* for Jimmy White's *Whirlwind Snooker* which was published by Virgin.



BEST GAME - HANDHELD

The Award Ceremony was considerably longer than usual due to the introduction of new formats. The winner of Game of the Year - Handhelds, was *Shinobi* on Game Gear. Other nominees were *Super Kick Off* and *Mickey Mouse*.



BEST GAME - CONSOLE

Sonic the Hedgehog won the award for Game of the Year on 8-bit console, beating *Super Mario 3* and *Mickey Mouse*.

Our spiky-haired chum also picked up the trophy for best video game on 16-bit console.

BEST ADVENTURE

The competition for Adventure Game of the Year is always hotly-contested. This year the nominees were *The Immortal*, *Eye of the Beholder*, but the winner was *The Secret of Monkey Island*.

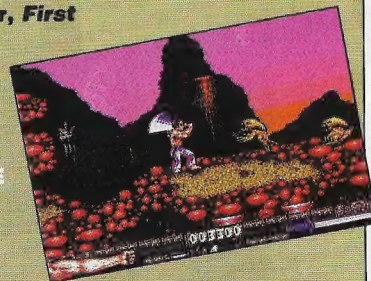


BEST SIMULATION

The nominees for this title covered different themes, from *PGA Tour Golf* and *Formula One Grand Prix*, to the flight sims *F117A*, *Red Barron* and *Secrets of the Luftwaffe*. The winner was *Formula One Grand Prix*.

ARCADE GAME OF THE YEAR

Top titles up for this hotly contested award were *Robocod*, *Lemmings*, *Smash TV*, and the winner, *First Samurai* from the design team Vivid Image.



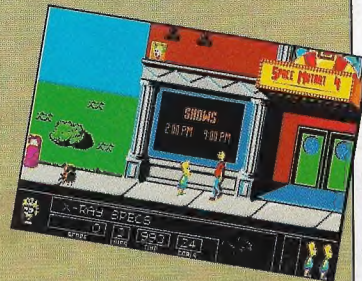
TOP LICENCE GAME

This year the nominees for this award included *Blues Brothers*, *Chuck Yeager's Air Combat*, *Hudson Hawk* and *Jimmy White's Whirlwind Snooker*. Not surprisingly *Ocean* won with *The Simpsons*.

BEST GAME DEVELOPER

Teams up for this award included *Dynamix* and *Bullfrog*. With highly-

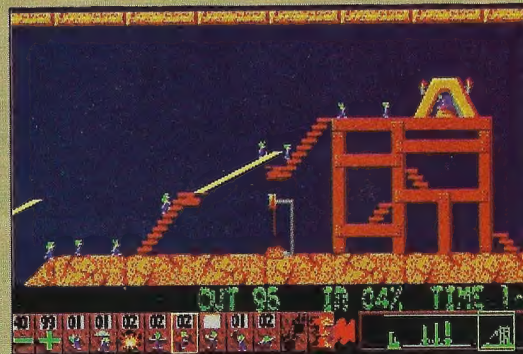
original and immensely popular titles such as *Populous* and *Powermonger*, *Bullfrog* was the deserved winner.



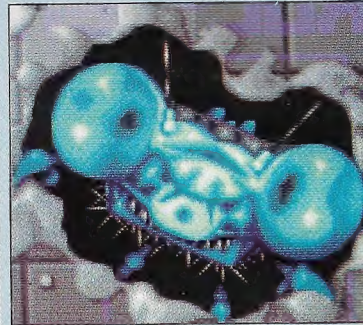
GAME OF THE YEAR

The contenders for this title reflected what a cracking year 1991 has been for games.

The nominees were *Lemmings*, *Jimmy White's Whirlwind Snooker*, *PGA Tour Golf*,



Populous II, *The Secret of Monkey Island* and *Wing Commander II*. Victory went to *Psygnosis* with the brilliant *Lemmings*.

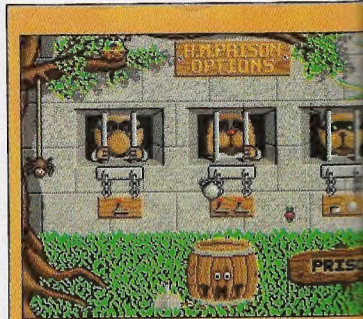


POWER HITS



Activision has announced the release of volume one in its *Power Hits* series. The Boulogne-based company is set to release a number of compilations over the next year, each package containing no less than 10 mega games.

Power Hits Volume One will be



HOSTILE BREED

Palace looks set to release a new shoot'em-up that requires both fast reactions and strategic thought. *Hostile Breed* is scheduled for release sometime around late February.

An earthquake on the planet Genaro-5 has damaged the walls of the research station in which you work as a shuttle pilot. The planet's lifeforms are invading your base, and if they get to the nerve-centre then it's hasta la vista, baby.

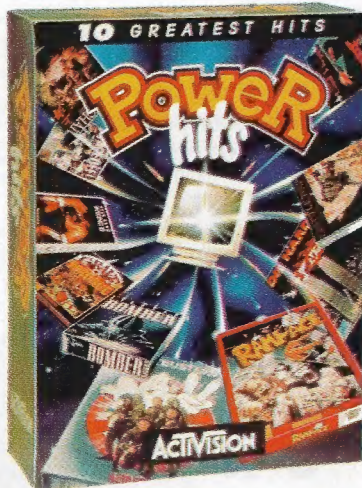
Each level in *Hostile Breed* can be entered at any time, and in addition to on-board weapons players may use the built-in defence systems that are found on the walls of each sector.

Strategic management of the energy supplied by the central reactor will help players in their mission. Each sector features bi-directional parallax scrolling and intelligent aliens. The action continues in real-time, even when the player is in another sector.

Programmed by Rob Stevens (*Barbarian 2* and *Snare*) with graphics by Jo Walker (*Barbarian 2*, *Demoniak* and *Mega lo Mania*), *Hostile Breed* will be released by Palace on the Amiga and cost £25.99.

available for the Commodore 64 with a PC version to follow soon after. The 10 titles featured in the set are: *Rampage*, building busting fun; *Battletech I*, a mind-boggling adventure; *The Last Ninja*, knuckle bruising mayhem; *Star Rank Boxing II*, more knuckle bruising mayhem; *Fighter Bomber*, tournament fancy flying; *Die Hard*, gun-toting mania; *Shanghai I*, oriental mix 'n' match; *Ghostbusters II*, spooky city settings; *Grave Yardage*, deathly American football; and *Gee Bee Air Rally*, airborne frolics.

As you can see, *Power Hits Vol 1* includes something for everyone, and at £19.99 it's a steal. Released by Activision, *Power Hits* will be available around now.



DAYLIGHT ROBBERY

If infuriating puzzle games are your thing then Electronic Zoo has just the tonic. Assuming the role of an expert burglar you have to nick all the goodies from each level without being apprehended by the various creatures which inhabit the area. There are also a number of alarm systems to avoid as well.

It could be pretty difficult, but being a top crook you know all the tricks in the book, walking on the ceiling is just one of your handy getaway ideas. If you make it big then a life of luxury awaits you on the Costa del Grime. Muck it up and you'll find yourself in the slammer doing porridge.

Available from Electronic Zoo, *Daylight Robbery* is due to be released on the ST and Amiga at the beginning of February.

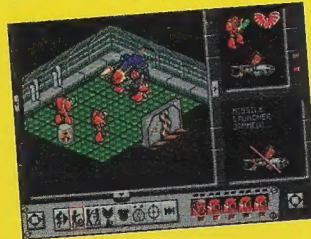


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Ever wanted to be an owl? Well now's your big chance in Psygnosis' latest smash hit!



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Joe and Mac on the Famicom get X-rated, plus Bart's newest Game Boy adventure and some Marble Madness. Not only that but also the Game Boy's Ninja Gaiden and the Mega Drive's Golden Axe 2.

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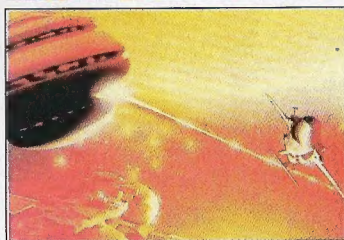
BORN TO BURN



Palace Software's next release will be **Hot Rubber**, a 500cc motor bike racing simulation so realistic it claims you'll be able to smell the rubber!

The game features one or two-player action, views from any bike, rear views, 12 international circuits, manual or automatic gears and an overall map of the race. Watch out for **Hot Rubber**, it's due for release at the end of January on ST, Amiga, PC and Amstrad CPC.

EXODUS 3010



The Earth has been destroyed, and as the captain of a galactic cruiser it's up to you to find a new home for yourself and the small group of survivors you have alongside you on board.

Exodus 3010 is a space exploration game that sees you needing to complete some 60 missions before you can settle down on a planet. You'll be responsible for communications between a multitude of alien races.

The on-board computer will aid all messages. In addition you have a number of smaller craft at your disposal, which you must use to ferry supplies to your cruiser and to aid your battle plans.

Demonware's **Exodus 3010** features a simple point and click control method and a storyline so jam-packed with intrigue it'll have you hooked from the word go.

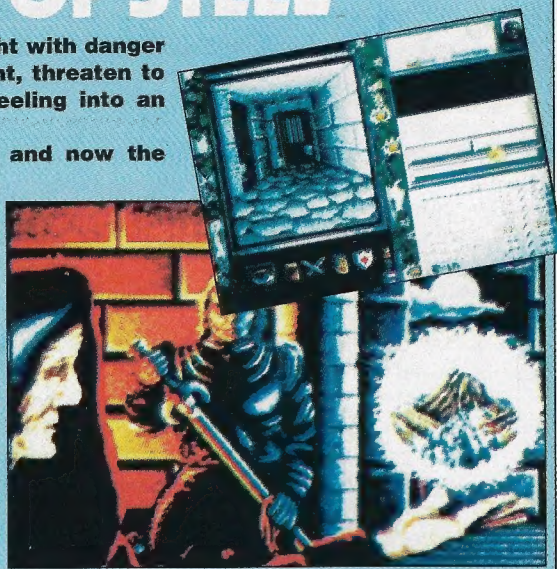
Available on the Amiga for £29.99, **Exodus 3010** can be ordered from DMI on 0753 686000.

DISCIPLES OF STEEL

Enter the land of Lanathor, a world fraught with danger and peril. Evil forces, vile and malignant, threaten to overcome the people and send the land reeling into an age of darkness and despair.

The old heroes have been slaughtered and now the land is in desperate need of a group of new warriors to combat the evil which is sweeping across the land. **Disciples of Steel** is a fantasy role-playing game featuring 3D dungeon exploration and detailed bird's-eye tactical combat.

You can control up to eight characters, each coming from nine classes and eight races. Uses your party's skills in an attempt to rid the world of Lanathor of the evil that threatens it. Available from MegaSoft Entertainment, **Disciples of Steel** is available on the ST, Amiga and PC. Call the company on 0101 713 338 2231 for more details.



JUST THE TRONIX

Beat'em-up fans will be aware of the latest budget release on the Tronix label, **Double Dragon II**. Next up for release is **Italia '90**, due for release towards the end of January. Who knows - you may even get England to the final!

The end of February will see something completely different. **Monty Python's Flying Circus** is a shoot'em-up-style game featuring all the programme's mad sketches, such as the Spanish Inquisition.

All Tronix games cost £9.99 for the 16-bit versions and £3.99 for the 8-bits.



POOL

Award winning game designer, **Archer Maclean** is currently working on his sequel to the highly acclaimed snooker sim **Whirlwind Snooker**.

Using the engine which made **Whirlwind** such a hit, **Archer** is aiming to produce the ultimate **Pool** simulation including the many different variations of the game.

It is likely that he will alter certain aspects of the control interface in order to enhance the ease of use, but the game will feature the smooth and fast scroll.

Because of the success of the **Jimmy White** licence, **Virgin** is currently looking for a licence, although the world of **Pool** has less of a celebrity profile than snooker.

Archer's Pool is predicted to be released in May or June of this year. Watch out for a work-in-progress on this

very exciting project in a future issue of your very own **Games-X**.

TNT

Domark has decided on the line-up of titles to feature in its Winter '92 compilation **TNT 2**. On 16-bit the quintet of games includes the technically remarkable driving simulation, **Hard Drivin' 2**; **Skull and Cross Bones**; **Hydra**; the successful coin-op conversion, **Badlands** and **Stun Runner**.

On 8-bit, **Escape from the Planet of the Robot Monsters** replaces **Hard Drivin' 2**. **TNT 2** is scheduled for release at the end of February.

ON THE SHELF!

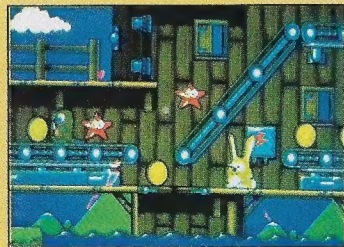
Here is a list which has been compiled by **GX**, with the help of **Centresoft** and **Leisuresoft**, to keep you up to date with all the games which will be hitting the shops in the coming week.

There may be some changes to the release dates of some of the games but keep an eye on the shelves, these games shouldn't be too far behind the date indicated.

Product	House	Format	Price	Date
A10 Tank Killer	Dynamic	Amiga	£34.99	18/1/92
American 3E Pool	Zeppelin	Spectrum	£3.99	13/1/92
Animals in Motion	On Line	CDTV	£29.99	18/1/92
Billy the Kid	Ocean	Amiga, ST	£25.99	13/1/92
		PC	£30.99	13/1/92
Captain Planet	Mindscape	C64 cass	£10.99	10/1/92
		C64 disk	£15.99	10/1/92
Chase HQ	Ocean	C64 disk	£14.99	13/1/92
Edd the Duck	Zeppelin	Spectrum, C64	£3.99	18/1/92
		Amstrad	£3.99	18/1/92
Gettysberg	Impressions	Amiga, ST	£29.99	18/1/92
Hand of St James	Impressions	Amiga, ST	£29.99	13/1/92
Operation Thunderbolt	Ocean	C64 disk	£14.99	18/1/92
Paperboy 2	Mindscape	C64 disk	£14.99	18/1/92
		C64 cass	£10.99	18/1/92
Sarakon	Leisure Genius	C64 cass	£10.99	18/1/92
		C64 disk	£14.99	18/1/92
Space Gun	Ocean	Amiga, ST	£25.99	13/1/92
		Spectrum	£10.99	13/1/92
Super Space Invaders	Domark	PC	£34.99	15/1/92
SWIV	Storm	C64	£16.99	18/1/92
		Spectrum	£15.99	18/1/92
		Amstrad	£11.99	18/1/92
Town with No Name	On Line	CDTV	£29.99	13/1/92
Ultima 7	Mindscape	PC	£39.99	13/1/92

BEAVERS

Issue 36 bought you news of **Beavers**, from **Grandslam**. Now we are able to give a visual taster of the game. You play the role of **Jethro Beaver** who sets out to rescue his girlfriend. If you're interested it's due out this month.



GALLUP CHARTS

It's here, your weekly look at what's up, what's down, what's new and what's what.

1	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	◆	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
3	◆	TERMINATOR 2 House: OCEAN Team: DEMENTIA
4	◆	DIZZY'S EXCELLENT ADVENTURES House: CODEMASTERS Team: OLIVER TWINS
5	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
6	◆	TURTLES - THE COIN-OP House: IMAGEWORKS Team: PROBE
7	▼	POPULOUS 2 House: ELECTRONIC ARTS Team: BULLFROG
8	▲	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
9	▲	FINAL FIGHT House: US GOLD Team: CREATIVE MATERIALS
10	▲	SOCCER STARS House: EMPIRE Team: VARIOUS
11	▼	BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUGHTS
12	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
13	▼	ROBOCOP 3 House: OCEAN Team: DID
14	▲	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
15	▲	PITFIGHTER House: DOMARK Team: TEQUE
16	▲	CARTOON COLLECTION House: CODEMASTERS Team: VARIOUS
17	★	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
18	▼	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
19	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
20	◆	RUGBY THE WORLD CUP House: DOMARK Team: WALKING CIRCLES

1	▲	NEW ZEALAND STORY House: HIT SQUAD Team: CHOICE
2	▼	ROBOCOP House: HIT SQUAD Team: PETE JOHNSON
3	◆	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
4	▲	CHASE HQ House: HIT SQUAD Team: TEQUE
5	▲	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
6	▲	ALTERED BEAST House: HIT SQUAD Team: ACTIVISION
7	▼	DOUBLE DRAGON 2 House: TRONIX Team: BINARY DESIGN
8	▼	BATMAN - THE MOVIE House: HIT SQUAD Team: OCEAN
9	★	POWER DRIFT House: HIT SQUAD Team: ZZU
10	★	TURRICAN House: KIXX Team: FACTOR 5

1	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	◆	POPULOUS 2 House: ELECTRONIC ARTS Team: BULLFROG
3	◆	BIRDS OF PREY House: ELECTRONIC ARTS Team: JEZ SAN & THE ARGONAUGHTS
4	◆	ROBOCOP 3 House: OCEAN Team: DID
5	▲	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
6	▲	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
7	▼	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
8	★	LEANDER House: PSYGNOSIS Team: TRAVELLERS TALES
9	▲	HEIMDALL House: CORE DESIGN Team: 8TH DAY
10	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN

1	◆	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
2	▲	LOTUS TURBO CHALLENGE 2 House: GREMLIN Team: MAGNETIC FIELDS
3	▲	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
4	▼	JIMMY WHITE'S WHIRLWIND SNOOKER House: VIRGIN Team: ARCHER MACLEAN
5	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
6	◆	MICROPROSE GOLF House: MICROPROSE Team: THE THOUGHT TRAIN
7	★	TERMINATOR 2 House: OCEAN Team: DEMENTIA
8	◆	MEGA LO MANIA House: IMAGEWORKS Team: SENSIBLE SOFTWARE
9	◆	JAMES POND 2 - ROBOCOD House: MILLENNIUM Team: C SORRELL & S BAK
10	★	SOCCER STARS House: EMPIRE Team: IN HOUSE

1	▲	OH NO! MORE LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
2	◆	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
3	▼	BART VS THE SPACE MUTANTS House: OCEAN Team: ARC DEVELOPMENTS
4	▲	GUNSHIP 2000 House: MICROPROSE Team: MPS LABS
5	▲	WING COMMANDER 2 House: MINDSCAPE Team: ORIGIN
6	▼	WWF WRESTLEMANIA House: OCEAN Team: TWILIGHT
7	★	HOME ALONE House: ACCOLADE Team: IN HOUSE
8	★	EYE OF THE BEHOLDER House: US GOLD Team: 551
9	◆	SECRET WEAPONS OF THE LUFTWAFFE House: LUCASFILM Team: IN HOUSE
10	★	THE BLUES BROTHERS House: TITUS Team: IN HOUSE

★ New Entry ▲ Climber ◆ Non mover
▼ Faller ★ Re-entry

All Games-X charts are compiled by Gallup Ltd, and are copyright of European Leisure Software Publishers Association.

IN SPACE NO ONE CAN HEAR YOU SCREAM!



1 991 saw Gremlin Graphics converting a board game to a home computer. Instead of choosing an established classic, the Sheffield-based software mogul teamed up with leisure giant MB Games to produce the computer version of the year's biggest selling table-top game, Hero Quest.

On its release, Hero Quest stormed up the charts, becoming a firm favourite of many games players. To complement the original game, Gremlin later released further missions in the form of Kellar's Keep and Return of the Witchlord.

LOOKING TO THE FUTURE

February will see Gremlin and MB Games joining forces once again, this time in the vast wastes of deep space.

Space Crusade follows the same style of gameplay as Hero Quest but brings the action right up to date with the inclusion of lasers and robots!

Assuming command of an elite group of Space Marines you must rid a drifting cruiser of an invading horde of aliens.

We're offering you the

chance to win your very own copy of the board game. All you have to do is tell us what the four types of characters are in Hero Quest (just to give you a clue, one is a cleric).

The first 10 correct entries will win a copy of Space Crusade. Entries must arrive by 31 January '92 and be sent to: Space Crusade Competition, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

10 COPIES OF SPACE CRUSADE, THE BOARD-GAME, UP FOR THE OFFERING

SPACE CRUSADE

Name.....

Answer 1

Address.....

Answer 2

Post Code

Answer 3

Machine type.....

Answer 4

I also own a

RULES

No employees of the Europress group or the sponsors and agents of this competition may enter this competition. The judge's decision is final.

Are you sitting comfortably around the table? Then let's get stuck into a game of action, thrills and high adventure in the drifting blackness of space



Ultima VI

The False Prophet

MINDSCAPE

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The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG.
Tel: 0444 831 761



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ORIGIN
We create worlds.

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MINDSCAPE



My discs are pretty full of information, but they aren't very organised. I want to know how I can tidy things up, putting different programs and such in different folders, and how to remove things I don't want anymore. All I've got is one window filled with so much it takes me five minutes to find what I want.

This only really causes problems when the amount of disc space used gets out of hand. The simple airhead solution is to get other discs for different goodies but, in the long run, it's certainly better to have things sussed out and ordered beforehand.

A handy way of tidying up your collection is to file away similar programs in an area away from the rest. To do this, you need to create an empty folder or drawer and place it in the window which opens when you click on the disc icon.

Name this by highlighting the choice by clicking on the left mouse button. Then, simply drag all of the required information from its original position over to the new folder. This is done by clicking on the relevant icon and leaving the left button depressed until it reaches the correct position over the new folder.

To access the organised files, you simply have to double click the mouse on the newly created folder and then, after a new window has opened, click over the wanted material, or another folder if you're a stickler for organisation, and everything should then be well prepared.

HELP!

The second part of the Games-X guide for newcomers to the Atari ST and Commodore Amiga who are encountering severe problems. We try to answer some of those questions which we regularly receive and hopefully put your mind at rest from excessive manual reading. All you newcomers to this computer lark, keep those problems rolling in.

Q Why can't I save things to my disc? I do what is expected of me, but I'm told something about 'Write Protection'. How do I turn off the protection because I'm fed up of having to restart my games from the very beginning?

a Write protection enables you to protect your favourite discs from being wiped clean of all your goodies. Of course, you'll periodically want to save things on them. The write protect tab is the little black thing on the top right-hand corner of your disc.

To write on your disc, move the tab so you can't see through it. Once it has been formatted (see last week) you should be able to save to your heart's content right up to the capacity of the disc. If you want your disc unwritable, to protect treasured games, move the tab so you can see right through the slot.

Q I can find the addition and subtraction keys on my computer, but I'm at a dead loss to find the multiplication and division signs. I know this is a games magazine, but I wouldn't mind using it for some school work.

a Computers use different symbols for multiplication and division, simply to avoid confusion with other letters on the keyboard.

Multiplication could be mistaken for an 'x' and division for a '+' symbol. Multiplication is therefore represented as an asterisk '*' and division by a slash sign '/'. Confusing, but logical really.

Q When I turn on my ST, all I get is a blank screen and a funny whirring sound for a minute or two. However, sometimes it comes on almost instantaneously. I thought computers were quick, so how can I ensure a speedy start up every time?

a ST's are strange animals when it comes to starting up. They almost need a kick-start to get going in a morning. This is done simply by inserting any old disc in the internal drive to get the Gem screen to appear. If it has been quick sometimes and not others, you probably already had a disc or a game ready for action.

Q My Amiga's so-called drop-down menus don't appear. I've seen them in the handbook, but I

can't get find. It's driving me bonkers 'cause I need to format some discs.

a Whereas the ST only requires a simple brush past with your mouse pointer, the Amiga is much more temperamental.

Basically, the problem can be solved by holding down the right mouse button when moving the mouse around the screen and releasing it when over the highlighted menu choice.

FILO FAX

Q Why is it that some games load and others don't? When I buy a game and it says Amiga and ST on the front, I expect to play it. Is there something wrong with my machine? I exchanged the game for another and I can't get to play that either, although others work perfectly. Help!

a This problem isn't a fault of your machine, but that of the software houses producing the game. The game box may indeed state your machine on the label when in fact it may not be compatible. This happens when either Commodore or Atari change their machines in subtle ways, altering chips or improving the basic standard.

If you now own an Amiga

500+ you may encounter compatibility problems, although these are relatively limited compared to those of ST owners. When the STE was released, there were many problems with incompatibility. A list had to be produced for both consumers and traders.

Another problem encountered today is if you have an old Atari STFM, with a single-sided drive. Most games designated for Atari ST are actually just for double-disc drive machines. There is little you can do in this case except buy an external drive or exchange the internal disc drive workings.

Most problems have been ironed out, but if you buy an older game, ask the trader about compatibility first.

5 GAME PACK DIZZY COLLECTION

TREASURE ISLAND
DIZZY GALLUP
N01
BEST SELLER

FANTASY WORLD DIZZY
94%
CRASH SMASH

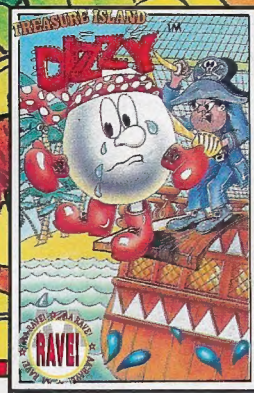
MAGICLAND DIZZY
85%
AMIGA FORMAT

Out Now!
on
Amiga & ST

Available on:
AMIGA & ST
£24.99

SPECTRUM, C64
AMSTRAD £9.99

EXCALIBUR
THE
SWORD



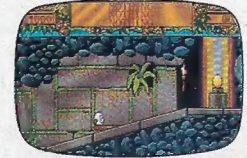
"It's spookily addictive and it's fantastically presented" - Rich Pelley Future Publishing

Dizzy's Treasure Island is brilliant, it's like a real cartoon with amazing gameplay!!

"Mindblowingly addictive and truly great!" - Brian Sharp Games X Magazine

"A Sure Fire winner for the Codies. A SMASH!" Amiga Format

"Fast Food is a classic game Absolutely brilliant" ZZap Magazine



CODEMASTERS

AMIGA screen shots shown. 8-bit versions feature "DIZZY" instead of "KWIK SNAX"
© 1991 Codemasters Software Company Limited PO Box 6, Leamington Spa, England, CV33 0SH

ATARI ST AND AMIGA
TREASURE ISLAND DIZZY 0898 555 092
LITTLE PUFF 0898 555 095
ROCKSTAR 0898 555 090
FANTASY WORLD DIZZY 0898 555 078
SEYMOUR IN HOLLYWOOD 0898 555 010
SPIKE IN TRANSYLVANIA 0898 555 105

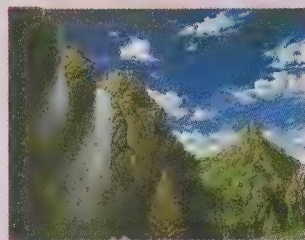
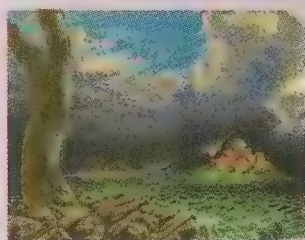
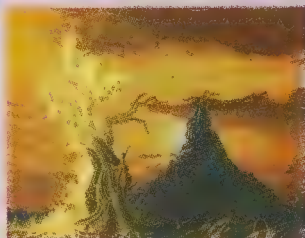
HELP LINES

NEW RELEASE INFO LINE 0898 555 000 (Tells you what is being released this month)
If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first! Calls costs 36p per minute during off peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)

SPECTRUM, AMSTRAD, C64
DIZZY 0898 555 093
TREASURE ISLAND DIZZY 0898 555 091
FANTASY WORLD DIZZY 0898 555 078
LITTLE PUFF 0898 555 094
ROCKSTAR 0898 555 090
MAGICLAND DIZZY 0898 555 096
SLIGHTLY MAGIC 0898 555 050
SEYMOUR IN HOLLYWOOD 0898 555 010
SPIKE IN TRANSYLVANIA 0898 555 105



AGONY'S PRETTY PICTURE GALLERY



Completely gratuitous scenic views are supplied free of charge. Never mind the width, see the quality!

AGONY

Whatever way you look at the game -you'll find yourself transfixed. Apparently, the Grand Master Acanthropsis knew his terminal greed for knowledge of the Cosmic Power would also be his permanent undoing. So he sat and contemplated his fate, and blew his last tenner on the roulette table.

The only thing on his mind was who would be worthy to receive the knowledge he was about to obtain, which one of his apprentices, Alestes or Mentor. He therefore devised a test which would make the decision for him.

Mentor failed. Despondent and a tad narked at the situation, he didn't want Alestes to get it either, so he put even more obstacles in the way of the existing test for his rival, who happened to be flying in the guise of a fluffy owl.

BIRD-BRAINED BLASTING

So how do you go about describing a game where the main character is a laser blasting owl? Yes, I know Sheffield Wednesday are the first division hot shots, but this is ridiculous.

Basically, Mentor's minions are facing you in a constant barrage of nasty monsters and you spit out a fiery wrath. You fly the owl, which moves with such a slick motion against this onslaught.

You are able to fire lasers of varied strength, cast spells and collect more offensive weapons. So many, in fact, that



This is a strange end-of-level guardian. So strange, in fact, I haven't the foggiest idea what it is! Well, all you have to do is blast away, and keep your eyes on the big black balls

you think the little tweeter would get bogged down.

Spells vary from the mundane to the ridiculous. Ridiculous may be a little strong, but bye-bye nasties would be the only other alternative. These are collected via little scrolls which appear every now and again.

Unfortunately, there is a limited time span on these particular items, but they're well worth collecting, if only for a breath of fresh air and a rest for your poor ol' thumb.

Casting magic is relatively easy, although the method does take some

getting used to. The entire game system revolves around a single joystick.

All fine and groovy, except that holding a button down for half a second to pop down the spell menu is far too easy when all you really want to do is blast at some ghoulies.

However, it is probably the best and, frankly, the most original method of dealing with it.

FLIGHTS OF FANCY

There are six levels of varying difficulty, each set against a spectacular environment. The quality of these really

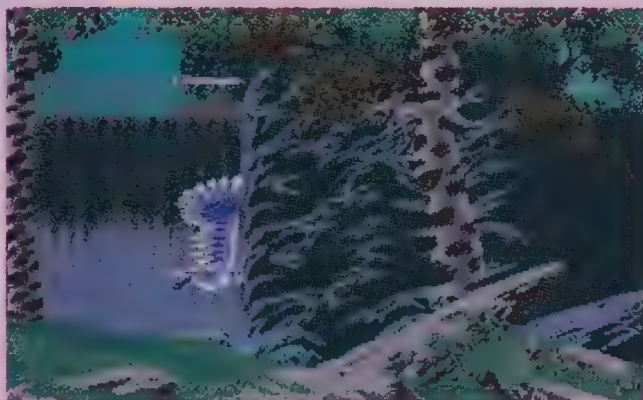


It's bracing by the seaside! However, it's a touch too close to the nuclear plant, just look at the size of those glow-in-the-dark fish, out to gobble you up



Panic is a good idea when you enter the spiders' lair. Here though, things are much more cosy, simply blast at the arachnid scum and they'll be gone in no time

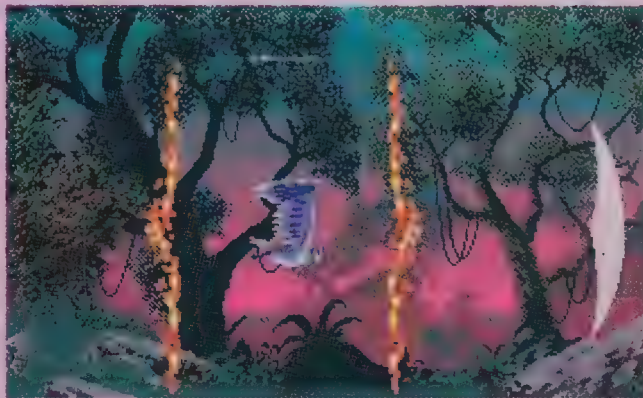
FLYING ON A WING AND A PRAYER



Through a particularly swampy section things look grim. Even grimmer when you can't see the incoming flying lizards which are well camouflaged



Thankfully I've got a solitary spell to use against these denizens. It's only a plasma shield, but it's handy enough to get me to where I'm going



Owls deserve respect. There I fly, zapping everything in my path with my present arsenal of a flying sword, a powerful laser and the plasma shield. Unfortunately, the shield won't last long



It lasted long enough though. At the end of the second level I face a nasty piece of work straddling an ant of mountainous proportions. Some end-of-level guardian this is, I mean, boomerangs? Give me a break!

FACT FILE

Software House: Psygnosis
Programmer: Yves Grolet
Graphic Artists: Frank Saur, Mark Albinet



Agony is certainly one of the most visually stunning games I have seen on the Amiga. Backdrops are drawn to perfection, the layers of parallax scrolling just slide on by, the sprites are nippy and smooth and the colouring, via clever use of the Amiga interlacing, just blends away nicely into the background.

Sounds are a delight. Mellow piano music is pumped out of the speakers at the beginning, and splendid jingle bits throughout the game. The sound effects are run-of-the-mill though, but who on earth knows what a laser firing owl is supposed to sound like?

The game action, however, is your everyday shoot'em-up. Putting a few feathers on a space ship doesn't change the nature of the game. It's full action, fast and frenetic, although there are patches of remedial action - possibly deemed to give you a breather, perhaps?

Once, when Psygnosis released a game, you could expect state-of-the-art graphics with the playability of a brick. Gameplay took a back road, unless it happened to put Lemmings in the title.

All that has now changed. The graphics are in resplendent glory and it has put life into them. A full round of applause is called for. However, the gameplay still isn't totally perfect.

The game consists of wave after wave of nasties which does get a touch repetitive, and the constant barrage to the fire button will build up your thumb bigger than Arnies! It isn't easy to lose a life but when you do, panic soon sets in.

Three lives only, and extras don't grow on many trees in this land. You can get far, but can you get far enough?

All in all though, it's a dazzling game. Adrenaline pumping action with the professional quality to stun the pants off owners of lesser machines.

Such is the grandeur of the visuals, Spectrum owners will probably fall to their knees blubbing, wondering how on earth they can raise the money to invest in an Amiga. Only a stunning game like this could put these sort of images into your head!

£25.99 OUT SOON

X-RATING: XXXX)

**Gameplay: 16/20
Lastability: 15/20
Presentation: 19/20**

Nick



Agony is

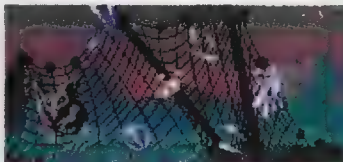
the strange name for a marvellous shooty-shooty game. The definition of Agony (adj): [4] a laser firing owl with magical properties. [5] A shoot'em-up with feathers. [6] An extremely good looking game from Psygnosis. [7] A rare disorder encouraging cries of, "Cor, have a look at this gran!"

do defy words, and you'd have to spend many a long hour finding something that could possibly equal the awe inspiring quality of Agony.

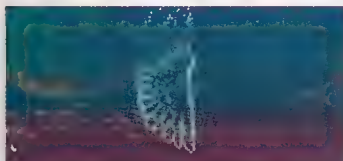
The onslaught of nasties isn't particularly difficult to slap away. Ardent players of space shoot'em-ups will probably find very little to challenge their honed down skills and fast reactions. It is basically lots of the same over a spectacular backdrop.

However, as a challenge to the mere mortal, it is more than adequate to keep you intrigued.

The game is such that you'll return again and again, if not to complete it, then at least to progress a little further.



Try not to go to pieces when you die. This is easier said than done because it certainly is easy to fall to bits under the strain, as we see here



After losing a life you return with a ghostly glow. Here you can't be killed, but it only lasts a minuscule amount of time, so you've got to be on your guard

GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXX

The higher the rating the better the game

Brian in typical 'Hey chicks, look at me' mode. Sporting his Vic and Bob saucy outfit, he made everyone swoon with desire at the immense level of his sexuality. It oozes out of every orifice, and by jimminy, he knows it.

The look on the face of Feargus is that of alcohol induced delight when spotting another case of Holsten Pils. 'The're mine. All mine!', he grunted, before collapsing in a heap uttering strange rugby chants and general obscenities.

HUGH, the Games-X leading light shows his mettle by wearing a candie on his head. What a guy. A rare sight this, a lesser spotted publisher caught on film in the office. Needless to say, the alcohol was used to lure it out!

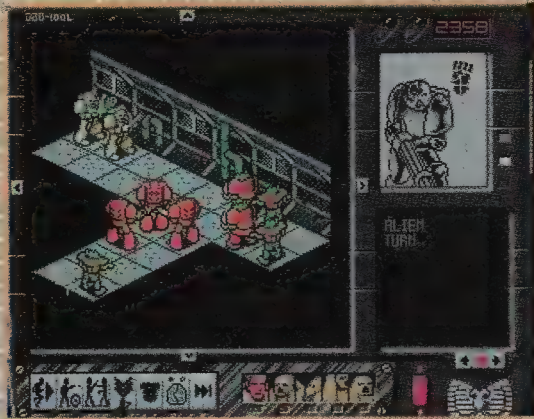


This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

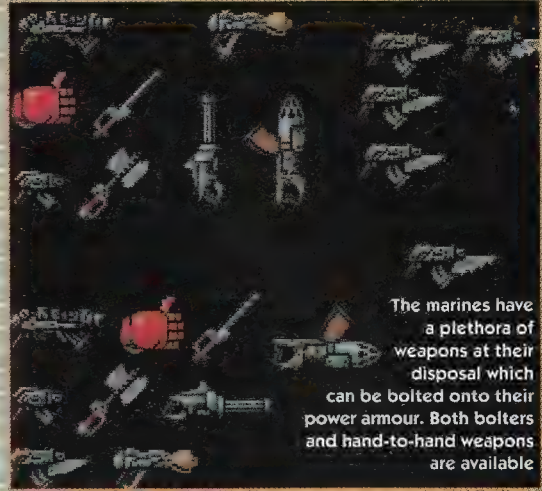
PC
IBM PC

£25.99 OUT JANUARY

Which formats are available, followed by a comparative evaluation, the price and the release date.



Two marine teams converge in a room containing a collection of rather unfriendly chaps wielding large choppers. Taking it in turns to attack the marines have a reasonable chance!



The marines have a plethora of weapons at their disposal which can be bolted onto their power armour. Both bolters and hand-to-hand weapons are available

John *The immense success of the MB Games/Games Workshop link-up for the classic board game Hero Quest dictated that a similar game should be released. Space Crusade followed suit, taking you to a high tech age where the Imperium rules the stars...*

SPACE CRUSADE

The Imperium is the longest standing and most successful federation in the history of mankind. Ruled by an emperor so old that little of him other than his soul is human, mankind lives in harmony throughout the stars.

To ensure the protection of the human race, the Adeptus Astartes, or Space Marines as they are more commonly known, are in control of intergalactic security.

Thousands of chapters of these ultimate warriors, trained since birth and genetically enhanced, are ever ready to

counter any threat to the human race... on the outer reaches of known space an alien craft has been detected drifting aimlessly on no particular course.

Taking control of the Blood Angels chapter, you must take a strike squad of four marines and a sergeant to the space hulk and gain control. Many perils may await you in the darkened corridors that lie ahead...

ANGELS WITH DIRTY FACES

The chapter Primarch, Saguinius, is your direct superior in the series of missions that you have to complete. He will inform

MISSION DREADNOUGHT

The Dreadnought itself looking resplendent in its tasteful blue and yellow paint job



The main window where all of the action takes place



The control icons for (guess what!) controlling the squad!



Your chapter badge and appropriate cosmetic icons and stuff



The special screen displaying equipment, maps etc.



The select icons for controlling individual squad members



FACT FILE

Software House: Gremlin
Development Team: M. Hart & A. Carless

Amiga Comparisons are bound to be made with Hero Quest so I don't see the point of shying away from this method of comparison. The games are similar, there can be no denying it.

As a board game Space Crusade was far superior to Hero Quest due to its more complex rules and deeper gameplay. It was really a foregone conclusion that Gremlin would gain the license after the runaway success of the superbly produced Hero Quest computer version.

Graphically this manages to capture the spirit of the board game in true Games Workshop style with the different marine chapters all looking rough and tough in the bulging armour, and the numerous baddies looking particularly mean and wicked.

On top of this we have some top sonics which recreate the atmosphere of Aliens the movie!

Gameplay is what really counts, and Gremlin has really scored a winner here. The enjoyment gained from moving your team around the hulk, deciding upon a strategy and then going in for the kill is wonderful.

On top of this you get a really easy-to-use icon system that will make playing the game as easy as pie.

Overall Space Crusade looks set to be a winner and is an absolute must for any fan of strategy board games with RPG overtones.

£25.99 OUT NOW

Atari ST The ST version of Hero Quest was every bit as impressive as the Amiga counterpart so I can think of absolutely no reason why things should be any different with this. Graphically it promises to be just as good and I can think of no reason why the gameplay should be any different.

£25.99 OUT NOW

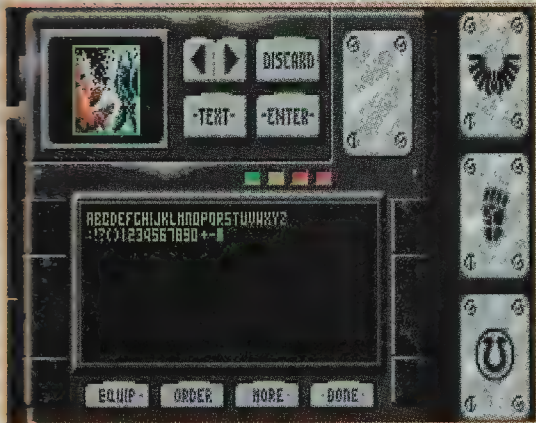
C64 **Amstrad** **Spectrum**

After saying it wouldn't do any more 8-bit titles Gremlin goes and shocks us all by doing Space Crusade! All 8-bit formats promise to be pretty hot and are bound to sell just as well as all other Gremlin titles. Lucky old you!

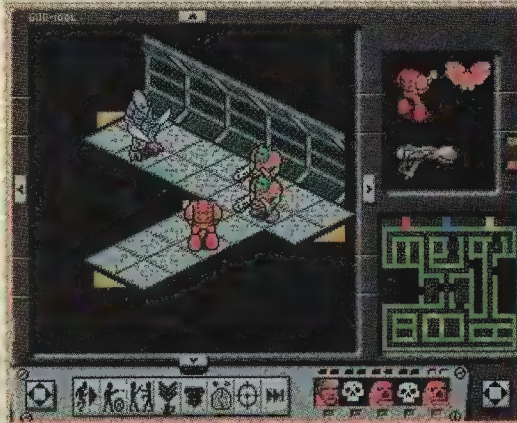
£10.99 OUT NOW

X-RATING: XXXX

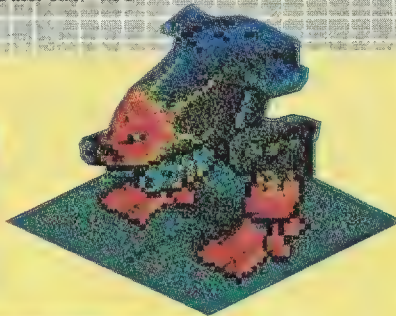
Gameplay: 18/20
Lastability: 18/20
Presentation: 17/20



The control panel displays useful information concerning a chapter's score as well as merits for individual members and any important functions that can be activated in any one game.



Oh no! Help! Mum! I wanna go home! I don't like it here... and him, that other one - he's green!



CRUSADE

you of your directives and give guidance prior to your docking with the hulk.

If you are successful in your missions you will capture strategic locations including docking bays, cargo holds and ammunition dumps.

As you progress you will learn more of the hostile forces that are believed to be residing in the depths of the ship.

Before taking the plunge into the darkness you must equip your five characters so as to make them an effective team.

All characters start with a bolt gun (standard issue marine fare) and some form of close contact, hack 'n' slash, sharp pointy implement.

In addition, certain warriors can specialise and be equipped with either missile launchers or cannons and grenades to cause even further levels of mass destruction!

After this you must formulate a plan of attack and move into the 3D isometric world of Space Crusade...

HERO QUEST IN SPACE OR SOMETHING MORE?

Looking uncannily like Hero Quest with aliens and laser guns, your first impression of the whole thing will be that it all looks familiar.

Thankfully, due to the similarity between the board games, the computer version follows suit, so if you've played one, t'other shouldn't be too hard for you to twig on to.

The screen is made up mainly of your view of the hulk with the corridors of the ship appearing isometrically in 3D. In each screen you will see which of your marines are present along with whatever alien forces.

These can range from the giant Star Wars walker-type thingie - the Dreadnought - to the evil Chaos Marines,

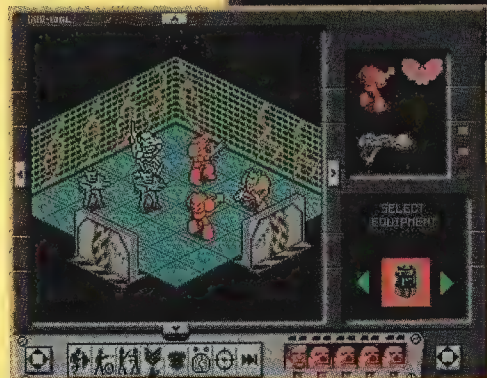


(Right) Many of the rooms in the Hulk are far from large and confrontation in sections such as this can be quite limiting

(Left) Up against the Genestealers now! These guys are remarkably similar to the Aliens from the same name and act in just as vindictive a manner



(Left) Battling with the mean and nasty androids. They look suspiciously like skeletons wearing carpet slippers don't they?



the Orks, Androids or the Genestealers (shocking nasty Alien-type beasties).

Around this main screen you have a bunch of control icons that initiate attack, run away, use item functions along with the useful status panels.

As well as this you have a rough outline of the ship's layout. Now all you have to do is go out and kick butt!

Capture the rooms or whatever and make sure that the hit points of your team remain positive.

In the interests of your squad, your sergeant must be protected at all times, but apart from this you can and must take your men anywhere and use them to their full effect if you are to succeed in your space crusade!

FACT FILE

Software House: 21st Century Entertainment
Original Design: Fredrik Kahl & Joachim Ijonggren

Rubicom seems a throw back to an older style of beat-'em-up game. It really does look like something which graced the Commodore 64 a few years back.

That really isn't a complaint as such; it may look dated but it does play very well indeed.

Graphics are dark and moody and excellently depicted against a nice background. However, in some cases the central sprite is somewhat lost against the scenery.

There is possibly too much detail on a little sprite against a complex and similar coloured backdrop. Scrolling is fine although nothing spectacular.

Sonically, the game is worthy in the effects department but it doesn't dazzle you. It may be alright for a wee while, but you'll soon be lowering the noise.

Rubicom is an enjoyable game to get to grips with although its static gameplay does tend to get tedious in the long run. As someone in the office said, "it lacts that certain something".
Mmm. Too right.

£25.99 Out Now



Looks exactly the same as the ST to view and also to play, but soundwise it blasts the living pulp out it.

Neither brilliant in looks or gameplay, it is simply a competent little product worthy to play every now and then. Again, a great game of mindless violence, but interest will soon wane.

£25.99 Out Now

X-RATING: XXXX

Gameplay: 14/20
Lastability: 6/20
Presentation: 14/20



The year is 2011 and things are looking grim. A Soviet nuclear powerplant has exploded and, after evacuation, strange mutants begin to appear. Not one for seeing such a mess, you set out to destroy every one of them.

Rubicom, is a horizontal scrolling shoot-'em-up affair with legs in which your aim in life is to kill or be killed. Simple enough in theory, but in reality a different kettle of fish.

Those inhabitants left at the plant remain unnoticed until, many months after the disaster, a lone survivor makes bizarre complaints about the quality of life while trying to reach it.

You are sent into the fray after several sightings of bizarre mutants lurking around the radioactive zone, a 300 square mile area devastated by highly toxic radioactivity.

As you can imagine, life is tough for our hero. Not only does he look like a rogue mutant himself, but he also has to deal with some pretty mean dudes as diverse as dragons, Mr Whiplash and futuristic hard men with sun-glasses.

OVER THE BULK OF IT

The series of nasties usually come in a set pattern, so panic shouldn't set in when facing some gigantic guardian. Simply shoot at the bulk, or in some cases at sensitive areas, and in no time at all you'll be moving onwards and upwards.

For every wave of monsters



Ol' bony here is quite a whiz with his sword, one slash and hello death except the Will 'o' the Wisp things, each and every one must be killed off. This may sound pernickety but at least you know where you stand.

You can take a breather for the following parts which begin easy but then become progressively harder.

The mutants have vastly different strengths. Some seem to have an incredible constitution, others have incredible fire power while the rest are just irritating.

You are not alone to

fight this scourge through. Heck no. You have the opportunity to make a choice of weapons to use.

These vary from Napalm, the most effective, to rockets, heat-seeking missiles and jet packs.

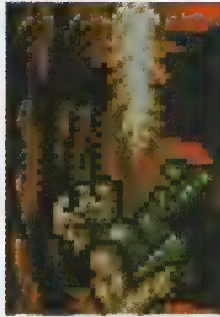
Collecting these goodies is a simple case of waiting for an on-screen delivery. A tube flutters down by parachute and, so long as you have made the weapon selection, can fit to your own killing style.

Control is concise and to the point, simply Left, Right, Jump and Fire. Rubicom certainly isn't a game to tax the old grey matter, but at least you'll have fun.

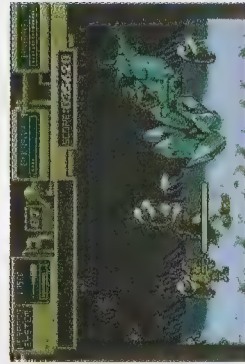
Pretty graphics make the environment extremely appealing and the sprites are big, bad and oh so beautiful.



This big fat blubber monster is a miserable old grumpy. But give him a good kicking and he'll squeal



Our hero, as weird looking as some of the mutants, but his heart's in the right place



Battle through the icy wastes with only a Mars Bar and a laser

RUBICOM

SHUTTLE



The missions that you fly throughout 'Shuttle' represent as closely as possible the operational career of the Shuttle. The first is the 'piggy back' ride of the Enterprise as you attempt to land on the salt lake

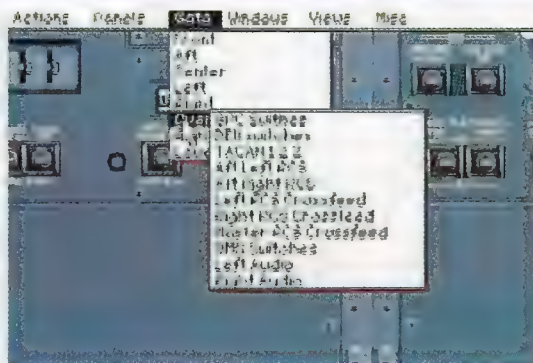
Flight simulators that mimic the numerous missions of the NASA Space Shuttle have come and gone ever since the very first launch way back in 1981.

All formats have been blessed with one at some point and the degree of accuracy has varied from reasonable - Activision's attempt on the C64 and the Atari 800 wasn't bad - to very poor - ESS from Tomahawk on the ST was absolutely dreadful.

SPACE SIMULATOR

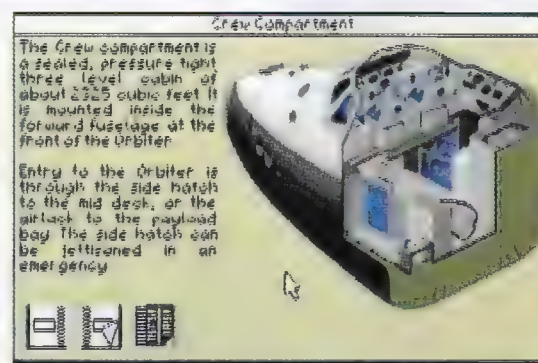
It's only now with all the fancy technology, and of course NASA's will to lend a helping hand, that an accurate Shuttle title can be unleashed onto the unsuspecting public.

The biggest problem with a



Many of the game's controls can be accessed by means of an easy-to-use drop-down menu system

simulator of this kind is that there is just so much information that needs to be crammed into the confines of a mere home computer.



An informative database tells you about the different parts of the Shuttle orbiter

The sheer number of important aspects which have to be considered are quite astounding. Where do you start? Just taking a peek at the control panel of

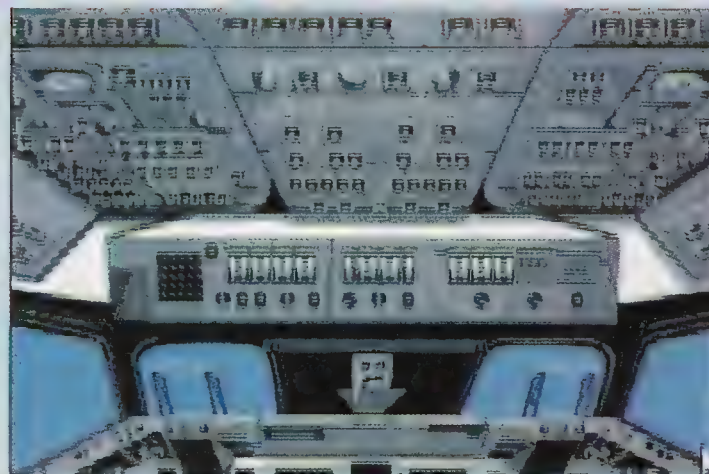
the real thing reveals that there are rather a lot of dials to monitor and knobs to twiddle!

On top of this you have to look after

A GREAT BIG COCKPIT FULL OF LOTS OF



This (believe it or not) is the left-hand side of the cockpit where the pilot-type person wot normally sits on the left sits. Highlight areas of the cockpit with mouse



This is the middle bit of the cockpit with all of the dials and things that are above the pilots' heads. From here you can look through either of the pilot windows!



**Soaring at
17,000
miles an**

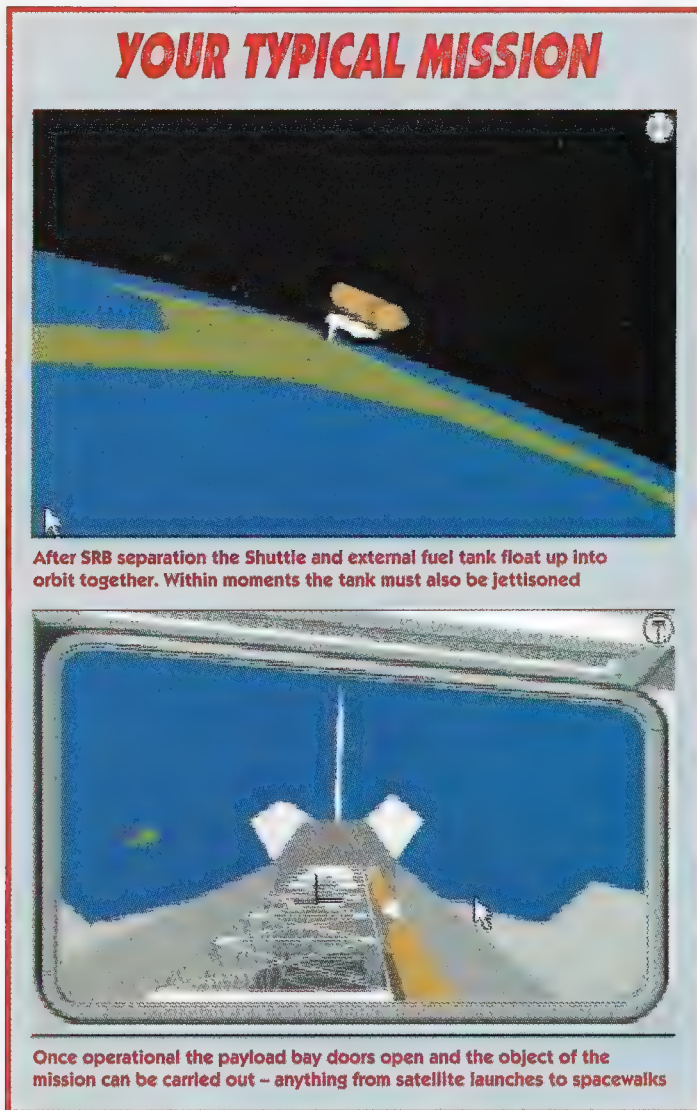
**hour, 280 nautical
miles above the Earth,
Shuttle enables you to
take control of one of
the most advanced
machines ever
conceived by
mankind. Based on
official US government
documents, this latest
release from Virgin
claims to be the
definitive Shuttle
simulator...**

the full launch procedure, the mission itself and the landing program! The concept of cramming this lot into a 640K PC is just unbelievable.

Well, to be brutally honest my first impression of this release was that it was grossly overambitious. The numerous claims of realism that are spattered throughout the packaging initially appeared to be the product of an overzealous marketing department.

However, after sitting down with the thing it became more than apparent that a great deal of time and effort has been taken to squeeze in as much as possible.

Included in the box is a massive poster of all the panels in the real Shuttle cockpit. Now, as far as I can tell, just about every one of these has been



YOUR TYPICAL MISSION

After SRB separation the Shuttle and external fuel tank float up into orbit together. Within moments the tank must also be jettisoned

Once operational the payload bay doors open and the object of the mission can be carried out - anything from satellite launches to spacewalks

accurately represented! I reckon that just about every conceivable function that you could possibly want from a Shuttle simulator is present.

You have full control over all functions, including payload robotics as well as floating about in orbit in the one-man MMU jet-pack thingle.

Control of all these functions is by means of a variety of drop-down menu commands as well as a more than comprehensive collection of different keystroke functions.

Just skimming through the manual reveals four and a half pages of keyboard commands! For some of them you're either going to have to be a double-jointed octopus or an Indian rubber man to activate 'em!

TOO REALISTIC TO BE ENJOYABLE?

With all of the attention to realism there is bound to be something that suffers in the long run, and in this case it is the screen update time.

The animation is far from smooth and at many times throughout the 'game' it suffers quite dramatically due to sluggishness.

However, one could argue that speed is hardly something that matters in a spacecraft sim and in the long run all the important parts are available in bewildering abundance.

This is certainly something that will appeal to all the die-hard simulator boffins, but to be quite honest it is doubtful that younger players have the attention span to be able to get on and enjoy it.

FACT FILE

Software House: Virgin Games
Development Team: Vektor Grafix
Programmers: Ian Martin, Andy Craven,
James Fisher
Graphic Artists: Mark Griffiths, Derek Austin



As far as features go you're not likely to get a more comprehensive simulator of just about anything! The sheer number of dials, displays and knobs to twiddle is quite remarkable and throughout most of your long hours of gameplay you probably won't even use all of them!

Everything seems to react just how you would expect it to and the overall impression given is of something that has been developed after a tremendous amount of research.

Top this with some comprehensive informative bits and you have a package that'll teach you just about everything you could possibly want to know about the Shuttle.

On top of this the graphics really look very good, utilizing polygon manipulation to the very fullest. The only problem I can see is that it can be very sluggish at times and this spoils the general impression somewhat.

Overall I can highly recommend this to any fans of realistic simulations. Those of you who like sims like Falcon or MiG 99 probably won't enjoy it that much.

However, if you're looking for something that realistically represents every feature, right down to the colour of the NASA loo roll then this is undoubtedly the one for you!

£34.99 OUT NOW



Like the PC version this is full of oodles and oodles of features and includes loads of tasty graphics, but is let down a little by the sluggish screen speed. If you want high detail and speed then you're going to have to own a very powerful PC. The Amiga behaves just like a 286 PC.

£29.99 OUT NOW



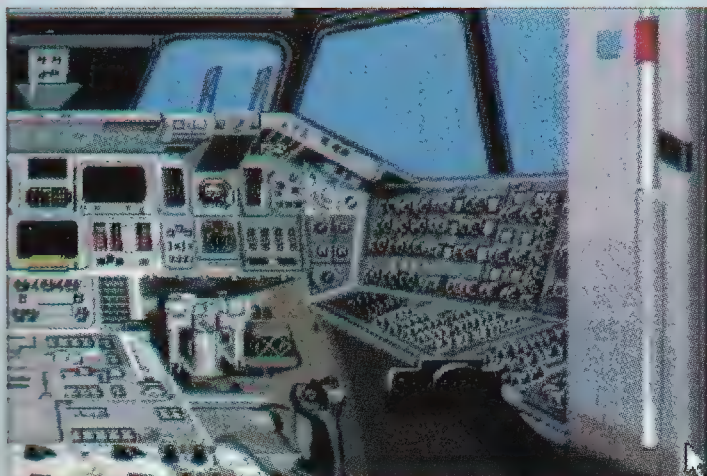
As with the Amiga, (and the PC) it is the screen update that's the biggest problem. Apart from this though, it's about as complex and difficult to get to grips with as any true sim boff could ever wish for.

£29.99 OUT NOW

X-RATING: XXXX

**Gameplay: 16/20
Lastability: 18/20
Presentation: 17/20**

NOBS



This is t'other side of t'spaceship where t'other man plonks is bum of a working day. Highlighting areas of this side will zoom in on his function screens

FACT FILE

Software House: **Software 2000**
Programmers: **Werner Krahe and Jens Onnen**



I'm afraid I didn't like **Wild West World** one little bit, mainly due to the fact that there was a lack of action - try watching **Songs of Praise** for more mayhem.

Don't get me wrong, I like strategy games but there are many other products that offer so much more in terms of variety and a challenging task.

There is not much variety throughout the game and I found that its appeal was exhausted very quickly.

This is a great shame because there aren't many games of this type available with a **Wild West** scenario and just a little action to boot.

The graphics are adequate for a game of this type, and include a couple of digitised animations, and the sound is bearable, comprising of suitable **Wild West** anthems.

It is very simple to play and uses a virtually faultless point-and-click control system but sadly it doesn't prevent **Wild West World** from being so very monotonous. A gravely disappointing release which I really can't recommend to other game players apart from avid would-be cowboys.

£25.99 OUT NOW



The PC version utilises VGA graphics only and will therefore be more visually impressive than the Amiga version. The sound, with the correct sound boards, is pretty good, but other than that the game is as equally disappointing as the other versions available.

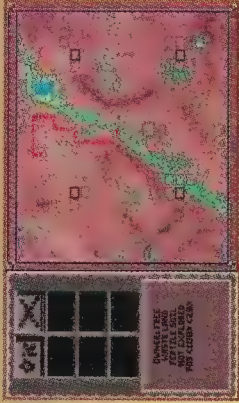
£TRA OUT EARLY '92

X-RATING: XXX

Gameplay: 7/20
Lastability: 8/20
Presentation: 12/20



Gold Town is the prime source of materials to make your mining or farming company



Trekking across uncharted territory is another vital part of the game



The merchant drives a hard bargain. Drop the offer too much and he'll lose interest

WILD WEST WORLD

There are five different types of helpers. These range from the miners who do the bulk of the work, down to roaming scouts and cowboys

Only the toughest survived in the Wild West and every day was a hectic action-packed trial. Your six-shooter at your side was your only means of survival. Is Wild West World equally as exciting?



Howdy doody an' all that pardner, thars gold in them thar hills. Enough of a western lingo, Gringo, what about a day in the life of a gold prospector. It's not the most exciting life to lead. You sleep out in the freezing cold with the stars as the roof over your head.

You are in constant danger of being blown away by the mercenaries that scowl the land in search of money, and what little cash you have must be spent to hire workmen and build new mines to provide a source of income.

Wild West World is a one or two-player game in which you control either Jack Putter or Arthur Dent.

As one of the characters your job is not to walk around the universe with a Babel fish in your ear, but rather to establish your own successful company, be it in mining or farming the land - any method of income will suffice.

Your hometown is Gold City though all three towns, Gold City, Krahtown and Onneville, are identical and share the same offerings.

To enter the town you must have at least one employee situated there and once having walked into the centre you have a number of

options open to you. The first being to buy a patch of land with which to start building your company.

Nearby is a merchant's stall which sells all necessary equipment be it guns or cattle.

IN FOR A PENNY

Across the road you can hire workers of which there are five types: hunters, farmers, scouts, miners and cowboys. Selecting which workers to hire depends entirely on the type of operation you want to run, be it mining or farming.

You must also equip them so they are able to work efficiently. However, don't give them too much because they are likely to run away with your hard earned cash!

The **Wild West** wouldn't be complete without the presence of the Indians posing a threat to any prospector attempting to trek across the plains.

In tribes they patrol the wastelands in search of unwary travellers, and then strike when you least expect it, taking money and lives, no matter what.

HEY GRINGO, DRAW YER GUN!

Trek: Click here to begin the long and arduous journey through the wastelands. Watch out for Indians

Gold City: Buy all your equipment, hire your men and purchase land from here



Injuns: Yep, those darn Injuns again, but they'll give you a helping hand if you give them enough whiskey and weaponry (strange combination)

Map: Click here to view the entire land, detailing areas of value

Onneville: Like Gold City, you are able to buy all your cowboy needs from here

Disk access: Selecting this icon will allow you to either save your current position or restore a previously saved game

FACT FILE

Software House: Microprose
 Development Team: MPS Labs
 Designer: Sid Meier & Bruce Shelley
 Programmer: Sid Meier



To start with you may think that Civilization is a boring game as an eight hour documentary on head lice, I certainly did. But if you persevere you will come to agree that it is an excellent strategy game well worth playing.

The graphics are extremely similar to Mr Meier's previous stunner, Railroad Tycoon, but occasionally you'll see an excellent close-up of the city or palace which really helps to raise the presentation to above average.

Perhaps the biggest drawback I can find is that you'll have to set back at least eight hours per day to play the thing! Still, those who will find the game appealing should be used to that. Well worth checking out for fans of Railroad Tycoon and strategy games.

£39.99 OUT NOW



The same as above will apply to the Amiga version but with Amiga slightly lower quality pictures of the towns and cities. The gameplay will be identical in every way and, if anything, the speed will be slightly faster as well.

ETBA OUT LATE '92



Take the Amiga version, remove the sound and Atari ST replace it with something slightly worse and you have the ST version. Yes, it is a straight port, but the game loses nothing in the translation.

ETBA OUT LATE '92

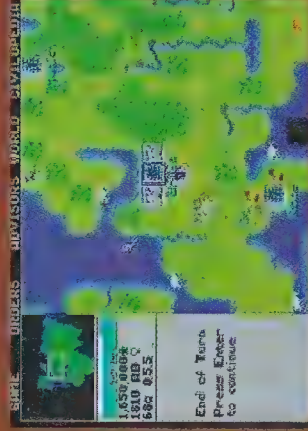
X-RATING: XXXX

Gameplay: 17/20

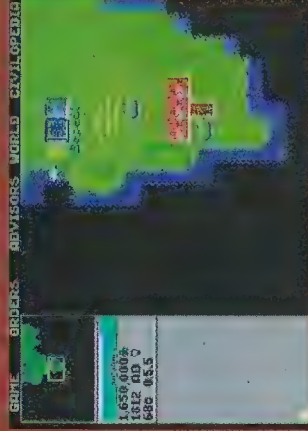
Lastability: 17/20

Presentation: 16/20

BEING CIVILIZED IS A DIFFICULT TASK



In the capital city of Brillin, Adolf sits a worried man. He has beaten the onslaught of the Romans but now has the Russians to deal with...



The Russians are massing in southern Africa ready to move upwards into Europe to attack Adolf. The time for thinking is over, this is all out war!



The action will be occasionally interrupted to tell you that your scientists have discovered some important device, which can range from the wheel to space craft!

It seems to be the current trend to produce games in which you have to build cities. The latest comes from Microprose, designed by the same mind that brought you Railroad Tycoon.



The aim of Civilization is to build an empire that will stand the test of time. Sounds easy? Then think again!

You can assume the role of a great leader, taking command of your choice of nation.

As such you may govern the Germans, French, Russians, Romans, Babylonians or Zulus. Each is adept at specific areas of industry and has its own particular skills.

Everything that you do in the game is controlled with military units. To start off with these are pretty puny squads of men but as you progress you can upgrade them to chariots and cavalries, which are very useful to have.

KEEP IT IN THE ARMY

There are a number of skill levels available for you to play that are determined by the number of opponents you are battling against at the time. This can be anything from three to seven.

The military units are moved

From time to time you will come across small huts in the middle of the land. Entering these will offer a variety of things.

A team of barbarians could be thrown out at you, thus diminishing the strength of your army, or alternatively you could be given some more men and invaluable ideas.

These little surprises have no set pattern at all so it's pot luck when you venture into a hut.

WORLD DOMINATION

The game is over when you have either been finally defeated or emerge victorious in your quest.

However, sometimes the game won't stop there for you may suddenly come up against another opponent or two. These are situated overseas and so you'll require boats to reach them.

Perhaps the most important thing you can do in Civilization is to make your palace your very own pride and glory. Just what type of drive are you after? Gravel or stone?

It's certainly a difficult decision but only you have the final choice. Besides, when all's said and done, you can hardly greet the other world leaders with a sandy, boggy driveway now, can you?

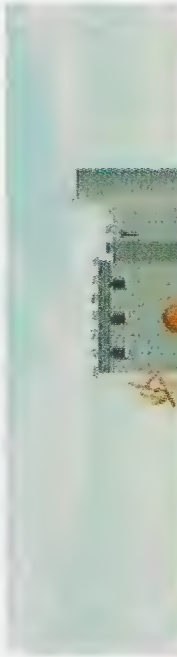


around with the keypad and other actions are performed either with the keyboard or mouse.

The mouse is mainly used to look at the pull-down menus, allowing you to examine all the options available to you on that turn.

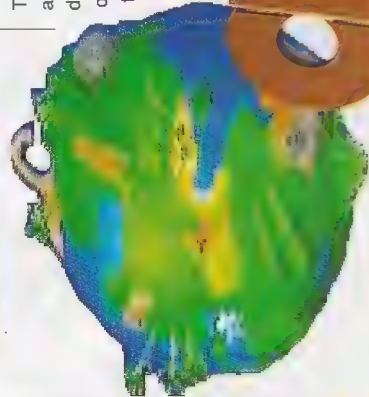
You start off the game with one city, your capital, which is placed in

the centre of a three by three grid of land. The map is gradually shown to you as your armies move further away from the home base.



Here we see my palace under construction. The west wing will be completed before too long and then I'll have a luxurious home

CIVILIZATION



CONSOLE CONNEXIONS

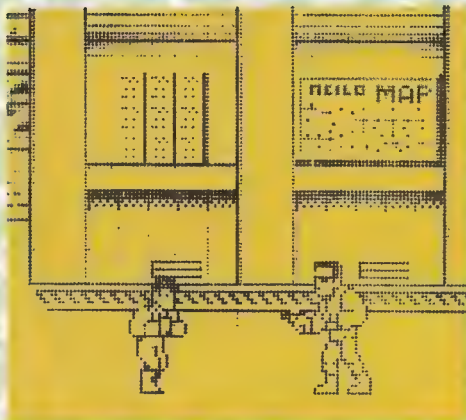
Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

GAME: DOUBLE DRAGON II
MACHINE: GAME BOY
PRICE: £24.00
SUPPLIER: CONSOLE CONCEPTS

Billed as the greatest martial arts series ever, Billy and Jimmy Lee return for their second venture on the Nintendo portable in the sequel to the smash hit original.

Double Dragon II is bigger and better than the first, so expect to be punching and kicking your way into the small hours of the night as you try to defeat the evil Black Shadow warriors.

As Billy Lee you must prove your innocence because you've been framed, not by Jeremy Beadle but by some unknown power.



You witnessed the shooting of your girlfriend and watched as the Black Shadow destroyed your home where you trained to become a Double Dragon Warrior. Now you have the task of ridding those who destroyed the legend.

You were framed for the murder of a fellow martial artist, and for someone trying to prove his innocence you use extreme violence! Not content with jabbing your foes with your fists, you can high kick and even throw an enemy across the two-inch screen.

Billy's energy is represented by six blocks located at the bottom of the screen. Should he lose all six, one of three lives disappears.

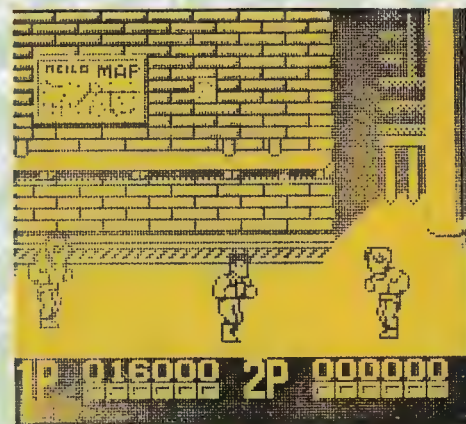
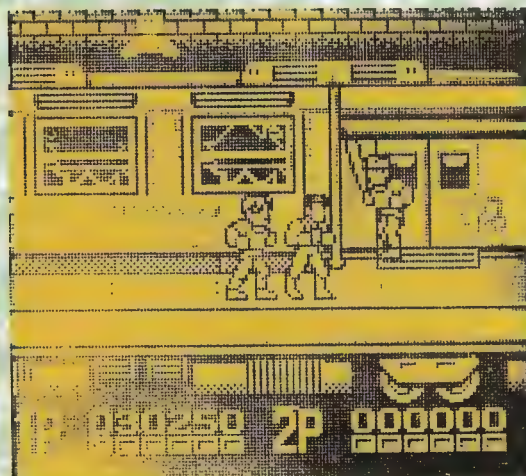
However, after each mission his power is topped back up to the original starting quota.

There are three difficulty settings, but fighting on the easiest

level only lets you access the first few stages. Your battle will take you through the city streets and on the subway, but only courage and skill can take you to where the final enemy lurks.

The Game Boy isn't short of beat'em-ups and there are some pretty decent carts around, but I think Double Dragon II is probably one of the best I've seen in quite some time.

The graphics are clear and easy to distinguish, and the game is easy to play thanks to a perfected control system. Add to this the above average sound and you have a strong product for the Nintendo hand held.



X-RATING: XXXX

Gameplay: 15/20

Lastability: 12/20

Presentation: 13/20



Enjoying 1992? If not, you soon will be because over the next year the Console market looks set to explode, hopefully with the official release of the Super NES and the Mega CD appearing in the UK in the next 12 months. For now though, feast your eyes on the latest releases...

PORTABLE PRINCE

That superb Broderbund game, *Prince of Persia*, is finally coming out on the Nintendo Game Boy. The game, renowned for its excellent animation and superb gameplay, looks set to be equally successful as the home computer counterpart and will feature no less than the full 12 levels.

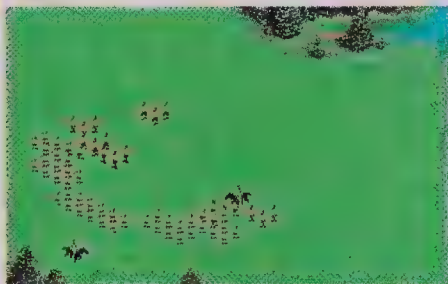
You have 60 minutes in which to escape from the palace dungeons. Along the way you'll have to defeat the guards by employing your sword, leap over traps and get the old grey matter working in order to solve the many puzzles scattered around the game.

As yet the price is still to be announced but keep your eyes peeled because it should be out fairly soon.

HINTS & TIPS

CENTURION DEFENDER OF ROME - MEGA DRIVE

To begin the game on one of the later levels with a powerful legion, simply enter the following code. Type TAGY-V6P5-QAAA-AH3K-VKVA-MIES to receive 35,000 talents and a total of 11 consular legions.



PC KID 2 (BONK'S REVENGE) - PC ENGINE

The simple way to enter a bonus stage select is to press and hold button II and then tap on the next screen. Oh, another little tip is that if you would like to warp a level ahead you must first collect at least 50 smiley faces.

RAMPAGE - MASTER SYSTEM

To gain extra continues to make your life as a rampaging monster easier, simply press button A and B during the Game Over screen and, hey presto! You can use this cheat up to three times in any one game.

SIM CITY - SUPER FAMICOM

Start the game with \$999,999 in your bank account by using all your cash on the new city. However, you must only build police and fire departments and spend the remaining few dollars on railway tracks.

Wait until December and the tax info screen and hold down the left or right button and exit the screen. With the button still pressed, adjust the transportation, police and fire levels to 100%.

Exit the info screen and release the left button. Wait a moment and your account will top itself up.

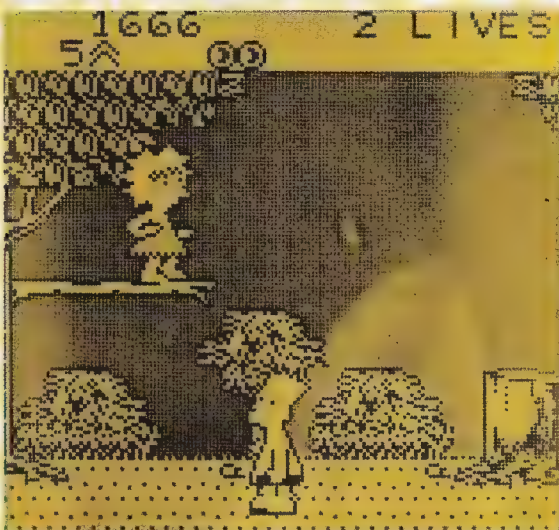
Thanks to:

Console Concepts, The Village, Newcastle-U-Lyme, Staffordshire ST5 1QB. Tel: 0782 712759

GAME: BART SIMPSON'S ESCAPE FROM CAMP DEADLY MACHINE: GAME BOY PRICE: £26.00 SUPPLIER: CONSOLE CONCEPTS

In his last escapade the little yellow dude with the spiked hair managed to rid Springfield of the invading space mutants. Now Bart Simpson is back in a manic adventure in which he must escape from Camp Deadly.

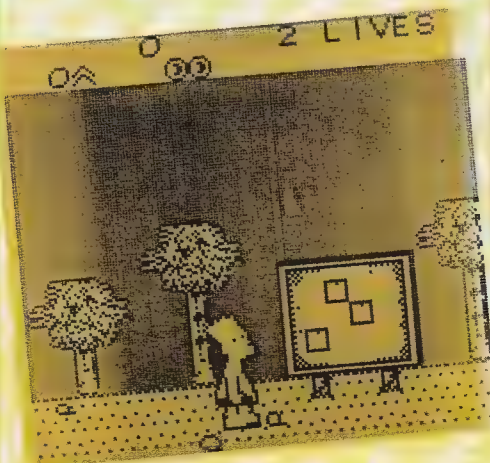
School may be out, but Homer and Marge have sent Bart and Lisa off to summer camp, and to make things worse, Ironfist Burns just happens to be the principal and Nelson, with his band of bullies, are his bunk mates.



It is your job to save Bart from this summertime hell. You must steer past the other boys, cross gushing rivers and dodge killer bees in time for Bart to enjoy the rest of his vacation.

You start in the woods with a game of capture the flag. Simple? No, because the sides are a little unfair to say the least. You have Bart on one team and everyone else on the other!

Your task involves running from the left to the right, collecting the little flags as you speed along. The first flag



is found up a tree, so simply hold up on the D-pad to climb the branches.

Pressing button A will make you jump and B will fire a spitwad which, although being disgusting, certainly stuns an enemy, thus giving you ample time to leap over their heads and make good your escape.

Later on Lisa can equip Bart with boomerangs which knock down the bullies, rendering them useless.

Having rushed through the woods, your escape route takes you through the mess tent, out of the camp and up to the heights of Mount Deadly.

Don't look down, there is a long way to fall and Ironfist is in hot pursuit - get the hell outta there, dude!

Bart Simpson's escape from Camp Deadly is certainly visually attractive, but apart from that I cannot say that I was very impressed.

The sound is OK with little samples of Bart's own, shrill voice, but the game is pretty dull and at best boring.

You may love the annoying character on the TV, but I'm afraid you'll probably be disappointed with his latest effort on the Game Boy.



X-RATING: XXX

Gameplay: 10/20
Lastability: 9/20
Presentation: 14/20

**GAME: JOE AND MAC
MACHINE: FAMILCOM
PRICE: £59.00
SUPPLIER: CONSOLE
CONCEPTS**

X-RATED

Millions of years ago Neanderthal man roamed the wastelands. Caves provided a roof over his head and his faithful wench roasted boar on an open fire. Joe and Mac are two typical neanderthals - not the brightest of fellows admittedly but who cares when you wield a huge club!

The simple duo are now without their servants because a band of rebellious cavemen have wench-napped their wives. Joe and Mac must get their act together and find the poor girls before the naughty neanderthals do something really nasty to them.

Earth is, however, shared by other creatures, bigger and more fiercesome than the puny Joe and Mac.

This is the Super Famicom version of the coin-op, Caveman Ninja. Set over a plethora of differing levels, Joe and Mac must roam across the various scenes in order to rescue Joe's beautiful girlfriend from the clutches of the dinosaur horde.



The game can obviously be played by one or two players with two variants on the latter, either the normal or the Super game.

The main difference between the two is that you can injure your battle buddy in the Super game, but only if he comes

within club-swinging distance. There are also three difficulty settings; easy, normal and hard.

Although the cavemen heroes only start off with clubs, they can collect a variety of ranged weaponry by cracking open the bonus eggs.

Perhaps the most effective item is the boomerang which arcs across the screen before returning to the thrower.

The fireball is powerful but the range is poor, while the bones are least effective, being weak and short ranged. Finally you have the wheel which rolls along the landscape, crushing the enemy along its path.

At the end of each level the duo is

confronted by a huge adversary, usually a dinosaur of some sort or another. You must first defeat a stomping Tyrannosaurus Rex by shooting at its over-sized skull, then attack an Audrey II lookalike by avoiding its roots and plucking off its leaves.

If you have played the arcade version of Caveman Ninja, you will find that on the Famicom you cannot hold down fire to power up your weapon. The Famicom levels are also longer.

It's not surprising that it became highly successful in the arcades since the Famicom version, Joe & Mac, is an equally good game. Presentation is excellent, with outstanding graphics and sound to match.

The task you're faced with is immensely challenging and along the journey you'll be confronted by a large variety of creatures to thump. Simple to play, this makes Joe & Mac one of the best Famicom releases to date.



X-RATING: XXXXXX

**Gameplay: 17/20
Lastability: 17/20
Presentation: 18/20**

**GAME: NINJA GAIDEN
SHADOW
MACHINE: GAME BOY
PRICE: £24.00
SUPPLIER: CONSOLE
CONCEPTS**

At least one of the Ninja Gaiden series has appeared on virtually every console, and now the Game Boy is blessed with a fast-paced beat'em-up titled Ninja Gaiden Shadow.

The game is actually set before Ryu Hayabusa, the star of the series, has acquired all his ninja skills. Although still training, Ryu is nonetheless a master of the martial arts despite only knowing the



technique of the fire wheel - a ninja spell with pretty devastating effects.

America has been plunged into the depths of terror since the arrival of the evil Emperor Gulf and as the last of the dragon clam you must find and destroy this demon incarnate.

This is no easy task, made even harder by Ryu having to face the four servants of Gulf. Once he has battled through each level, Ryu must first defeat the fighting cyborg, Spider.

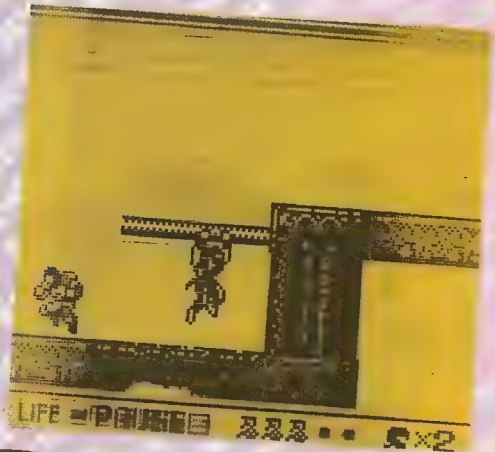
Having tangled the web of the overgrown arachnid, Jack and Gregory, a wrestling tag team, will try to throw you across the screen and get you in a half nelson before pile-driving your head into the ground.

And so the battle continues, until you finally reach the emperor at the end of level five.

The controls are simple. Button A will get Ryu to jump, although pressing up on the D-pad at the same time will throw a grappling wire in the air.

B swings Ryu's Katana, and finally up and button B invokes the ninja technique, 'Art of the Firewheel'.

Ninja Gaiden Shadow is a playable beat'em-up with a challenging task that should appeal to most fans of the genre



and the game uses slick graphics and animation (while taking into account the Game Boy's capabilities).

The sound is not particularly memorable but, on the whole, while not being outstanding this emerges as an excellent game all the same.

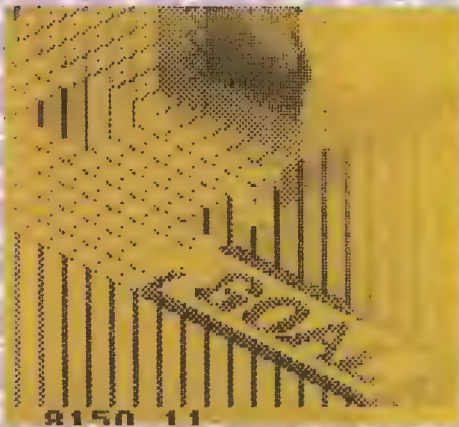
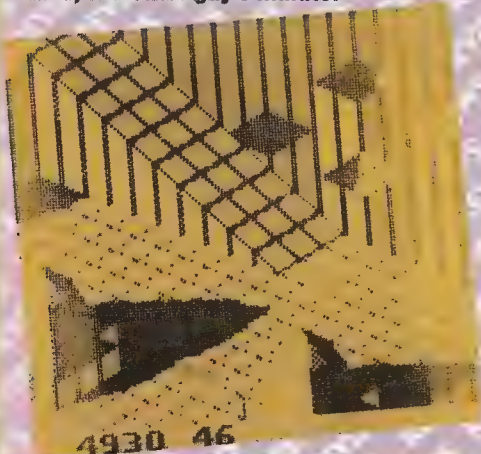
X-RATING: XXXX

**Gameplay: 15/20
Lastability: 14/20
Presentation: 13/20**

**GAME: MARBLE MADNESS
MACHINE: GAME BOY
PRICE: £24.00
SUPPLIER: CONSOLE
CONCEPTS**

Marble Madness is one of those all-time classic games which virtually everyone has seen. It requires a great deal of skill and speed in order to guide your little ball accurately around the hazardous courses.

Set on a three dimensional course, Marble Madness is the ultimate test to see whether you have the skill and reflexes to beat the clock or, if playing against another competitor via a link cable, the other guy's marble.



The object of the game is simple. There are five levels which must be completed within the given time limit. To finish the level simply find the goal line and cross over it.

However, things aren't so simple because there are a variety of objects that will fall across your path and make the going tough.

The first and most obvious way of losing time and lives is to drop off the edge of the course. Marble munchers and steelies also pose problems for your little ball, but nothing a show of skill cannot solve.

There are short cuts on various levels

in the form of waves or tubes which our ball can fall down, usually bringing you closer to the goal line.

Timing is all important for you must cross opening and closing bridges, leap on tick-tack-toe boards for extra points and, if you're lucky, even come across the bonus rooms

The marble's movement is controlled using the D-pad, with buttons A and B activating the turbocharge.

I found Marble Madness on the Game Boy to be lacking one very important ingredient, namely levels. There are only five, and I think that this amount will soon be completed by most game players.

The graphics are fairly good, as is the sound, and to top it off the game plays well. This doesn't, however, make up for the lack of challenge and you are therefore advised to think it over carefully before buying.

X-RATING: XXX

**Gameplay: 12/20
Lastability: 8/20
Presentation: 14/20**



The first level is nothing short of simple. The baddies are weak and you should have no trouble completing it

GAME: GOLDEN AXE 2
MACHINE: MEGA DRIVE
PRICE: £38.00
SUPPLIER: CONSOLE CONCEPTS

After slaughtering the Death Adder for having the nerve to steal the Golden Axe our three heroes once again have to battle against evil forces, this time led by the equally evil Dark Guild.

The Golden Axe has, for the second time, been snatched from your grasp and it is now your job to retrieve it while being as violent as humanly possible to the many ugly, slimy and disgusting foes that stroll into your path.

You control either Tyris-Flare, the mighty Amazon warrior with huge assets, Ax-Battler, the beefy young barbarian with a taste for blood, or Gillius Thunderhead, the short but by no means stumpy dwarf.

There are many attacking moves available to the player and as you progress you will have to perform more and more since your foes become gradually tougher to defeat.

The controls can be set to your own

preference with the three buttons making you attack, jump or use a magic spell. The type of spell depends on which warrior you are playing at the time.

To collect magic powers you'll have to hit wizards who'll throw out a spell each time you do so.

They have a style of magic unique to themselves.

Tyris-Flare has fire, Ax-Battler has wind, and Gillius Thunderhead can make it rain boulders.

To get your grubby mitts back on the Golden Axe you'll have to fight through six action-packed levels before reaching the final confrontation with Dark Guild himself. Here you must give him a lovely pressie in the shape of an axe or sword in the head.

For those of you who have played the original you'll find nothing new here gameplaywise. The graphics have improved somewhat with new backgrounds to give your eyes a feast but the three heroes are represented in exactly the same way as before.

The new foes that you'll have to face



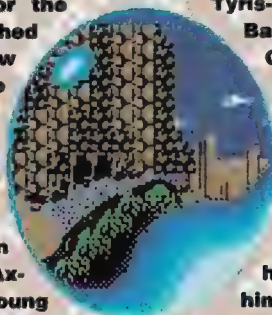
are drawn to a higher quality than they were in the original game and in some cases they are larger than the first.

Perhaps the biggest problem comes in the form of the difficulty level, despite the fact that you can select one of three.

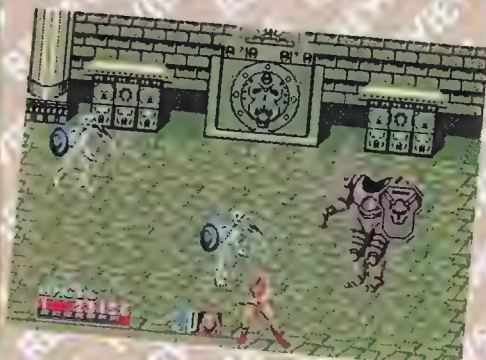
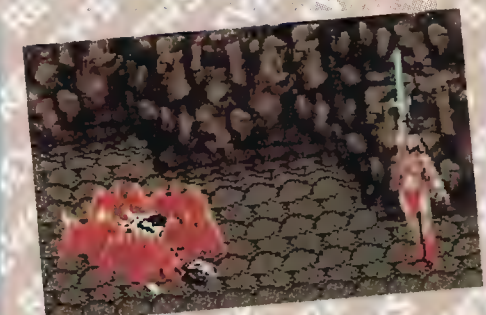
Even the hard level shouldn't take you a great deal of time to beat! Nevertheless, this materialises as a high quality beat'em-up and is certainly enjoyable to play.

X-RATING: XXXX

Gameplay: 15/20
Lastability: 12/20
Presentation: 17/20



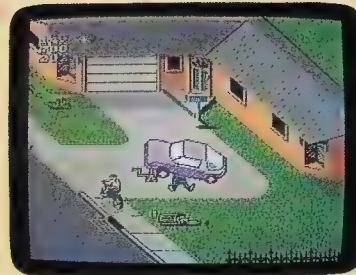
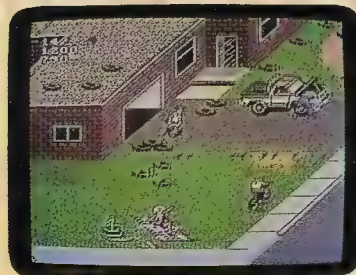
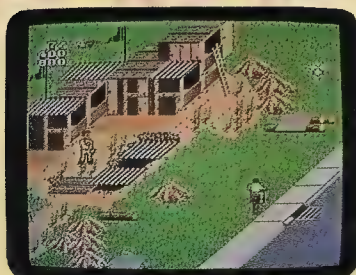
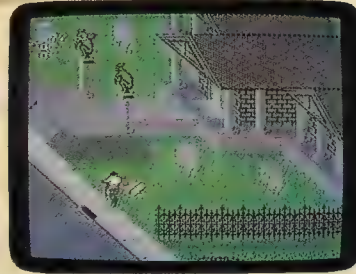
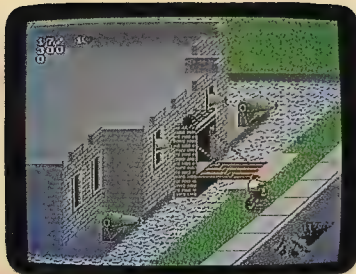
Petrified civilians run past from time to time and do nothing more than get in the way. Get hacking!



Look out - he's back!

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Loads more handy hints this week, some for old games, some for new and even some for games within games! The letters are still pouring in but you all seem to have a Lotus II fixation. For your information, I already know all of the cheats and codes and have already printed them! **SO STOP IT!** Send your **INTERESTING** cheats to **TIP-X, Games-X, Europa House, Adlington House, Macclesfield SK10 4NP.**

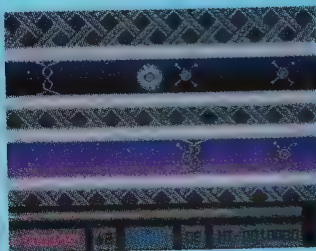
CHROME (SWITCHBLADE II SUB GAME)



- GREMLIN

For those of you who are hooked on the Switchblade II subgame here are all of the level codes!

- Level 1: START
- Level 2: TRUTH
- Level 3: JELLY
- Level 4: STORY
- Level 5: CLOUD
- Level 6: MOUSE
- Level 7: HUMAN
- Level 8: FLOOR
- Level 9: PAPER
- Level 10: EARTH
- Level 11: SPACE
- Level 12: GENAM
- Level 13: APPLE
- Level 14: JUICE
- Level 15: CHESS
- Level 16: WORLD
- Level 17: AUDIO
- Level 18: LOGIC
- Level 19: TITLE
- Level 20: VENUS



SUPER SPACE INVADERS - DOMARK



Not so much a cheat as a hint this one. It's to do with the barrier thingies that you get across the screen when you pick up that little icon...

Well, if the invaders are near the

bottom of the screen, shoot at the barriers to push them skyward.

You will then find that the aliens crash into them, giving you time for a quick breather!

4D SPORTS BOXING - MINDSCAPE



This one is something we stumbled across while reviewing and after further research we realised that it is a foolproof method of winning!

When creating a boxer place as much emphasis as possible on strength, then find yourself an auto fire joystick. When in the ring push forward and hold down the fire button. Your opponent won't last long!

LEANDER - PSYGNOSIS



Well, well, well! It's a bit hard this one innit? Our Big Unc has been battling away at this one for ages now and just this morning he told me that he'd already got the first of the codes! Why hasn't he told me before???

For those of you who are inquisitive, the first password is ZXSP. There now... You'll be able to get a bit further won't you?

CHIPS CHALLENGE

- ATARI

If you put the word **MAND** in as the password you will call up a Mandelbrot set graphic on your screen!

This is a certain type of fractal set for those of you who are still uneducated about it!

Move the magnifying oblong around the screen and use button A to zoom in on portions of the set and press button B to zoom out. The Lynx will have to recalculate the Fractal more and more the deeper into the set that you zoom so don't get upset if it takes its time!

BART SIMPSON - OCEAN



The little spiky yellow guy has been the subject of a lot of attention since he appeared with the Amiga cartoons pack. We've given you player's guides and cheats before, but I thought you may be interested in this new cheat that the lads at Amiga Action told me about. All you do is type **SHEEP IN A GROUP WEARING HATS** and you'll be equipped with infinite lives.



MAGICLAND DIZZY GUIDE PART TWO

The time has once again arisen to egg you on as we head back to the Magicland. You'll find incredibly scrambled puzzles and could get fried if you don't watch out! Now we'll tell you how to almost complete it...



The piper ignores you most of the time but if you get him a new style of music to listen to he'll then lob you his pipe since he won't need it anymore

As ever, there isn't any specific order to the objectives in this game



To get past the mean, ugly, nasty troll, Dizzy will have to be cruel to an animal. Yes, he'll have to hit the goat nearby with a big stick found in the larger forest to the east

Dozy needs a big shock to awaken him. This means leaving the lightning conductor over him and rubbing the golden lamp many times with the duster

Dizzy just doesn't seem to be able to get a good grip on Excalibur. However, if he collects the sticky stuff from down the well, things will change



This lift takes you back into the castle. It is a one-way trip so if you want to get back down again you'll have to go out to the well once more and fall down

Collecting the lamp requires precision timing. Drips fall from the roof so it is best advised to discover the pattern of them and advance when you see fit

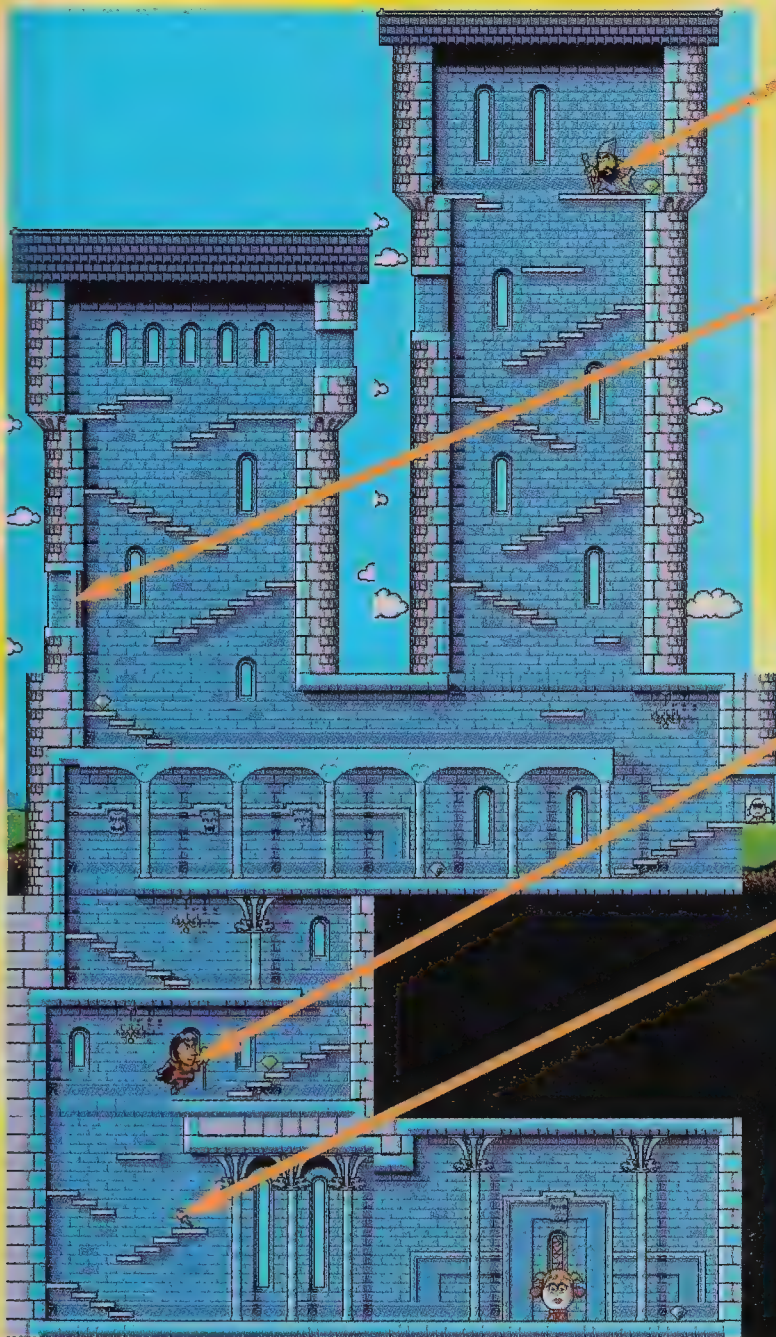
Stand on the ledge opposite the rat and use the pipes. It'll be overwhelmed by the music and head towards you before falling into the water below

To get past the ghosts you must pick up the powerpill found in the castle. The spectres will then be flashing green when you return and all you have to do is jump through them

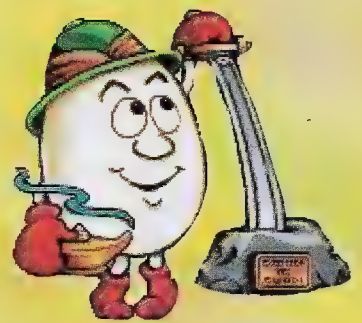
Dora has been turned into a frog, so pick her up and use your knowledge of stories to work out what to do with her. That's right! Give her to Prince Charming!

The witch can aid you in rescuing Dylan from his current bushy state. However, before she is willing to help you'll have to find and return her black cat





Here you will find the wizard Zak. He is the main meany in the game and has to be killed at the end. I'm not going to tell you how though!



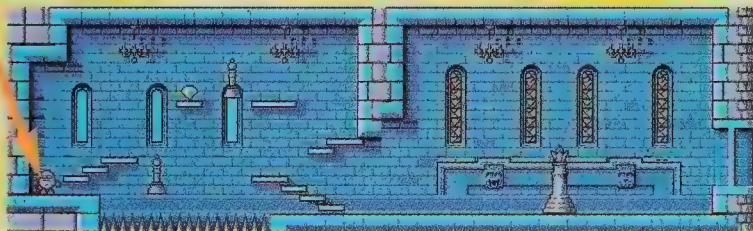
This isn't a window here, it's a mirror, and a magic one at that. If you jump into it you'll be warped to the other side. You can't progress further unless you are royalty

Try to find something that vampires are scared of lying around and you'll be able to get past the bloodsucker. Leave the said object on the ground in front of it

Take the torch from here and give it to the witch. She'll light her cauldron with it and then you can go and find her the two ingredients she needs



THE OTHER SIDE OF THE MIRROR - Grandpa Dizzy is lost in this strange world. All you have to do is stand over him and try to pick him up and he'll then be magically transported back to the land of the Volkfolk



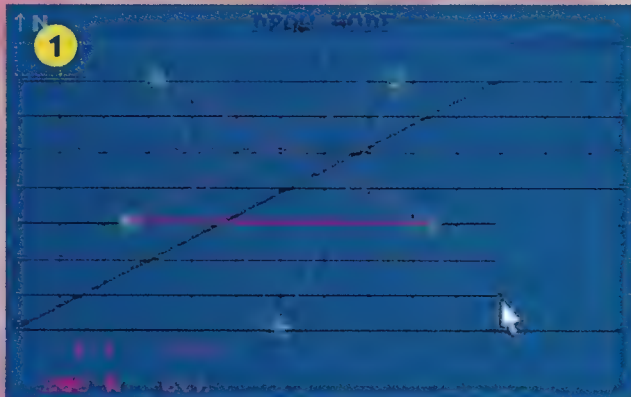
Think back to Alice in Wonderland when using the Drink Me potion. Someone needs it to shrink and that someone is Daisy stuck in the oubliette

Fill up the bucket from the well with the hot water here and throw it over Denzil who's been turned into a block of ice. He'll then give you a very useful item...



Welcome once again to the streets of the roughest town in Sierra State, Lytton, and to day five of your hectic schedule. Your wife, Marie, is still comatose in hospital, and the killer's on the loose. So what are you waiting for? Get out there, Sonny...

DAY FIVE



Walk into the homicide office and examine the notice-board. Read the memo then switch on your computer. Go up to the Evidence Analysis menu and note down the details of the suspect's car.

Call dispatch with orders to put an APB on the vehicle. Using the computer, enter Tools and then the City Map. Plot the locations of where Marie was mugged and where the three murders took place. Link the stars together and you should see the beginning of a pentagram



Draw in the fifth point on Palm Street, between 8th Street and 9th Street. Link the final point and if you have completed the pentagram correctly you will be told so. If you haven't, just carry out the exercise again. This will be the location of the next murder.

Leave the room and head for the psychologist's office opposite the briefing room. Walk into the office and read the file on the desk. It's about Morales so read carefully



Having read Morales' file, leave and head for the elevator and the ground floor. Get in your car and head for the point you mapped on the computer earlier - the Old Nugget Bar. Open the trunk of your car and get the paint scraper and the empty envelopes from the metal briefcase. Look at the car in front of the saloon and examine the back of the vehicle



Fix the tracking device to the car, then get a paint sample by clicking the scraper on the car. After that has been finished walk into the saloon. Morales will check out the back of the bar.

Wait and eventually a second person will join the man playing pool. Look at the second pool player, then get your gun from the inventory. Examine him once more. You'll realise he's the suspect you're looking for, then he'll flee



Run out to the bar and follow his car using the tracking device. He will eventually end up on the freeway, so follow him. Catching up you see that his car is overturned on one side of the road.

Get out, grab the flares from the inventory and walk. Click them on the road and you'll divert any oncoming traffic. Walk over to the wreckage and look at the now rigid corpse



Grab the keys from the ignition. Using the scraper and the envelopes, get a sample of the paint from the car. Walking round to the back of the car, unlock the boot using the ignition keys.

Examine the five bags of cocaine by clicking the hand icon on them and you'll be called by another officer. Morales will take over, and when you have both finished make your way back to the station



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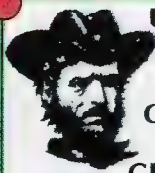
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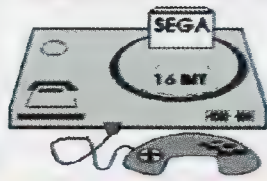
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ARCADE Extravaganza

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STARBLADE Supplier → Namco Price → £1 a go

Being loosely based on the Star Wars saga this latest release from Namco is possibly the most impressive arcade unit you are likely to see for a very long time.



Being a highly skilled star pilot you must fly the secret Starblade craft against the enemy task force as it moves its heavily armed, mechanised planet 'Red Eye' upon your home world.

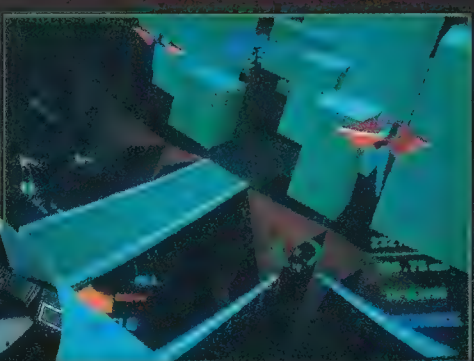
You must head out towards this technological monstrosity, knock out its defences and finally destroy the terrifying 'Wave Cannon' that is honed on your home planet.

Sounds a little familiar, that doesn't it? Well never mind, the story won't matter a jot once you sit down and play the thing - it's absolutely incredible!

Utilizing a combination of ray traced high resolution polygon and digitized graphics on top of a unique lens system fitted on the screen, you are treated to a 3D stunning visual feast that will blow your socks off.

Sitting in the unit you actually feel like you're sitting in a real space craft looking out into space!

The action begins as you fly through space dodging your way through the enormous star destroyers of the enemy



fleet. Fighters dog your every move as you fly across the hulks of the ships, blowing everything away that crosses your path.

After much dogfighting you move on to the enemy planet, where you must fly deep down into its bowels and destroy the heavily defended reactor that will destroy the Wave Cannon.

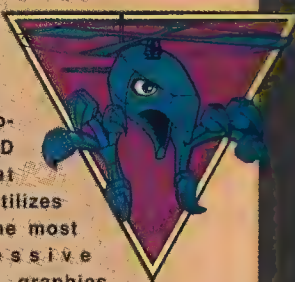
At the moment this incredible unit is on Beta testing at the Troc in Piccadilly and if you can get there, go and have a go! I guarantee that you've never seen or played anything like it!

It's simply amazing!



STEEL TALONS Supplier → Atari Games Price → £1 a go

Flight simulators are certainly proving to be the fashion of the moment and Atari is hoping to make an impact as it unleashes its latest project onto the unsuspecting arcade-going public.



Steel Talons is a dual monitor, two-player, sit down, 3D helicopter-combat simulation which utilizes some of the most impressive polygon graphics you are likely to see in an arcade game for some time.

Using technology previously only seen in military simulators you fly within a 360 degree universe.

Created within Steel Talons is a super-smooth highly detailed environment sprawling over miles of terrain.

You must pilot the revolutionary helicopter through 12 separate complex missions. Knocking out key enemy installations and dealing with numerous hostile aircraft and ground-based attack vehicles are the main aims of your various demanding missions.

You can fly the missions either alone, with or against another human player while you battle through hostile forest, desert and naval-based enemy locations.

As is the trend at the moment the unit is a large sit-down affair with all the appropriate pedals, knobs and levers, and to make things extra realistic there is a super 'rump thump' seat (oo-er) to encourage more skillful flying.

This wonder of modern technology means that when you're hit by enemy fire the seat wobbles your buttocks around with the aid of a solenoid. A most pleasurable sensation indeed!

Overall this is a superb simulator that will appeal to fans of the 'thinking man's shoot'em-up'. Great fun with a bit of strategy thrown in for good measure.



BRAIN THE SIZE OF A PLANET

Comparing your brain to a pea is like comparing a ping-pong ball to Jupiter.

David Cockram, Chinley, Cheshire.

Dr X: Well, gee thanks David. Although you seem to have been confused somewhat! If you're saying I've got a mind the size of a planet, then all fine and groovy. If not, then you've obviously got an IQ which can be calculated on the fingers of no hands. Ya boo sucks to you, and don't you forget it!

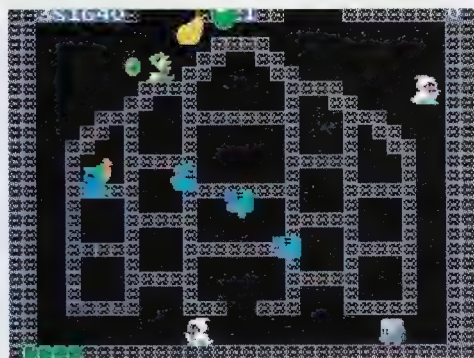
FROTHY BUBBLE TROUBLE

Please can you send me a cheat for a brilliant game called Bubble Bobble because I always get killed at the twentieth level and I have to start again. Many thanks for a great game.

Michael Glynn, South Wirral, Merseyside.

Dr X: No you can't have a cheat. If you want one, ask that white blobby creature, Tip-X! Cheating is for wimps who I don't suffer too easily. I could help you out in the gameplay but I'm not so sure now.

As for the twentieth level, Alex is your Bubble Bobble man and because he's got to over level 100 he just laughed at your predicament and refused to help.



Here's a small taster of what's to come. I don't want to rub your face in it, so here's just level 21. Level 20 is rather easy once you've grasped what to do. Simply pop a water bubble and disappear down the gutter to arrive at a bonus level

Fortunately for you, I had to play the game to get to the level - don't say I don't care! The trick is easy. So simple I had to laugh at your expense. Just get on the ledge and wait for a water bubble, then waddle up to it and pop it.

You'll be flushed down the proverbial plug hole and into a level with oodles and oodles of points to glean. Easy when you have the game playing skill, eh?

LAFFING UNDER COVER

Could you please help me on Leisure Suit Larry 5. I am stuck in the airport and I don't know how to buy a ticket. How do I get the travel brochure?

Karl Ross, Eccleston, St Helens.

Dr X: Well then Mr Ross, you're stuck in a situation which shouldn't cause any problems. The travel brochure you're referring to is included in the game package, so you're either plain stupid or alternatively a stupid game pirate.

Press the hint icon on ATM machine to get close. Select your gold card and click it onto the slot on the left. Press the hand key on the destination screen to select any city, in no order.

You'll need to type in the codes found within the Aerodork travel folder which came with the game. If you haven't got these then, quite frankly, you've had it. I'm not telling you codes, buy the game or get in touch with your dealer and give him your headache.

Don't forget to collect your boarding pass, and don't



leave the gold card in the machine or else you'll be up a certain creek without a certain paddle.

YOU'VE GOT TO BE KIDDING

Please can you help me. I've had a Sega Master System for ages and I am stuck on a game called Alex Kidd in Miracle World. I've cleared all the stages and been through all the castles and killed Janker without losing a life until I get here. I've done everything I should. But no luck! Please help.

Andrew Robinson, Irlam, Manchester.

Dr X: Andrew. I'll call you Andrew now because the other names I could mention simply wouldn't go to press. I received 10 letters, all photocopies (tsk!) and one fax. It got my attention and I was about to tell the postie exactly where you could get off, but for the kindness in my heart I relinquished.



Here we see Alex Kidd, aka Alex Simmons, relaxing in Miracleworld, aka Games-X office. He completes games with gusto, and is now relaxing before his next bash at his fave game, Wild West World. What a trooper

Not too much though. If you put as much effort into completing the game as you did writing to me, you may well have finished it. Hop it, and work it out yourself. You'll do it if you're as good as you say.

DA DO RON RON...

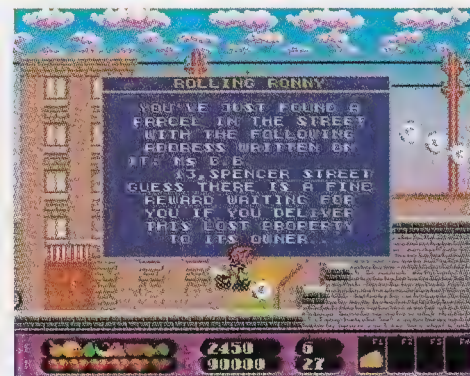
I own Rolling Ronnie but I can't get past level two. So please could you tell me what is the puzzle and how do you solve it at the end of level two, and could you give me a cheat as well?

Taylor Morrison, Stanley, Co Durham.

Dr X: Actually, the puzzles you face aren't puzzles at

Dr X

Spring is just around the corner. Yes, I heard the very first cuckoo of the year yesterday. Well, it didn't particularly want to sing to tell you the truth but when it's being wrung by the neck it doesn't have any choice in the matter. Forget your worries about breaking New Year resolutions, that's what they're there for, and confide in me with your problems. Write to: Dr X, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.



Get your skates on young man and get yourself a job. The problem you've had is that you're bone idle, you simply don't want to make the effort and get two part-time jobs!

all, just a mini puzzlette to tease your mind. Well, not even that. The trick with the second level, as with all the others, is to raise your cash funds to a decent level and catch the bus to get to the next level.

The only way you can do this on level two is to take not just one, but two jobs to earn enough pennies. You want tips? OK, here's one - don't put your tongue in the electrical socket...

SKATING ON THIN ICE

I got an Amiga for 'work' but I can't stop playing games. My wife's threatening to leave me, but I've got to get past that devilish game Robocod.

The level I'm stuck on is where there are lots of musical notes. Every time I make an effort to complete the level I skid off the notes and bounce on some nasty spikes. Please help me Doc, it's either fishy delights or my wife. What should I do?

Terry Walker, Withemsea.

Dr X: Well Terry, Robocod has strained my marriage as well, but I can't get rid of the old goat. Anyway, as for dealing with the musical notes the best advice is to memorise the different musical scores and their positions and heights above the ground.

Be prepared to leap up and down now and again, running back when necessary to avoid contact with the flying nasties. Landing on the snowy peaks takes some practice, but it's worth it in the long run. As for your wife, pack her bags!

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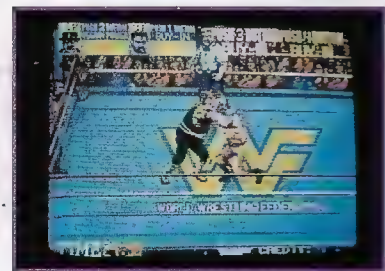
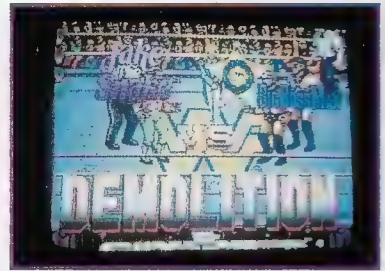
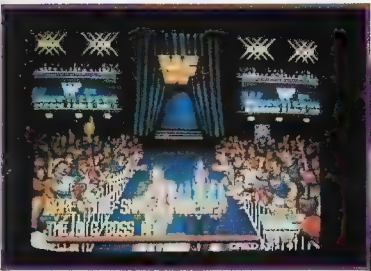


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STREET TALK

PACMANIA CHALLENGE

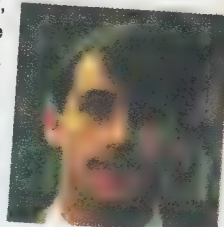
Richard Vallance (21)

Hi, I own a Sega, on which I like to play virtually anything really. There are loads of games available, but they're all so expensive. That's one of the reasons why I intend to get a job in the New Year! I think the best coin-op is still OutRun (the sit-down version), although I'd rather go fishing than pump money into it! I like Rave music and going to nightclubs, although I won't be wearing one of those Pacmania T-shirts - they're rubbish!



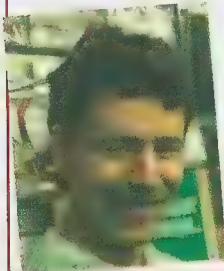
Wayne Squires (23)

Hi there! I haven't got a computer so I suppose you're wondering why I'm here. Just browsing really, but I thought I'd have a go of the Pacmania challenge - you never know, I might win a Mega Drive. I didn't do too badly, although my mate (D Barron) did much better. In my spare time I like to listen to music like Pink Floyd, although I also like Jimi Hendrix.



Paul Biddles (27)

Barbarian on my Amiga has to be my favourite game - I love the way you can chop your opponent's head off and watch the creature kick it away! Hurrah!



I don't really play arcade games and prefer pinball instead, and in my spare time like to drink beer, ride motorbikes, play pool and drink more beer!

Rush and Deep Purple are my favourite groups, and most other rock I like.

Mel Biddles (19)

Hi there, I'm Mel. I've got an Atari ST and an Amiga, and my favourite games have to be the Dizzy collection - they're cute! I'm a fan of the OutRun coin-op, and I also like to go horse-riding whenever I can. I like rock music, especially Rush - they're great.



THIS WEEK'S WINNER AT KC'S COMPUTER EMPORIUM IN LOUGHBOROUGH



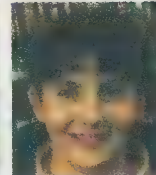
D Barron (22)

1st - I've had a Mega Drive for a couple of months now and haven't got that many games, so I haven't really got a favourite - they're all pretty good. Other than the Mega Drive, I like to play pool and go out. Rave music is the best, and my New Year's Resolution is to make loads more money!

PACMANIA HALL OF FAME

1. Tariq Abdu.....80,040
2. Robert Mottershead.....78,260
3. Kevin Fulcher.....78,110
4. Anthony Widdowson.....72,360
5. Gavin Wheale70,260
6. Alan Rayner69,340
7. Neil Stevens69,260
8. Mark Smith67,220
9. Damian Marshall63,920
10. Eddie Regan40,880

Next week we'll be somewhere very close to the office watching the contestants battling it out for the grand prize of a Sega Mega Drive.



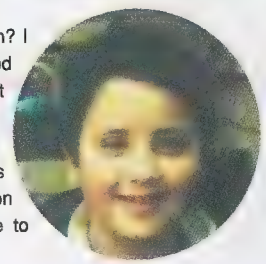
Matthew (11) (l) and Clare (13) (r)

Matthew Bibins - My brother Tom, my sister Clare and I share a Mega Drive. We've also got a Spectrum which doesn't get used much, although I still like Narak. Sonic is my favourite game on the Mega Drive, and I like to go beating, biking and roller booting. Vanilla Ice is my favourite pop star, and my New Year's Resolution is to beat Eswat!

Clare Bibins - I like playing Sonic the Hedgehog on the Mega Drive, and Curse of Sherwood on the Spectrum is also good. I love parrots and collect them! My score is pretty good but I'm not as good as Tom. I don't really listen to music, and this year I hope to stop biting my nails.

Tom Bibins (8)

2nd - Not a bad score, eh? I must admit I've played Pacmania before, but not much. We've got a Mega Drive, on which Altered Beast is the best game. My hobbies include listening to Iron Maiden, and in 1992 I hope to work out and get fit.

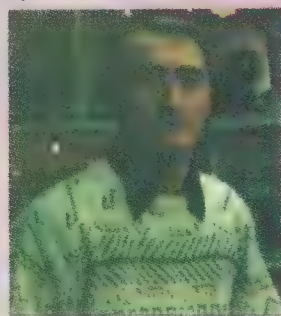


SHOP TALK

Pete Hewitt - Shop Manager (103 years old!)

It's true, I really am that old! KC's has been open for about a year now, and since we moved into the new shop three months ago both the mail order service and shop business has been booming.

The best thing about the job is the chance to play every game that comes out, and to take the consoles home for the weekend to play one! I don't like customers that come in and make a problem out of nothing - what's the point? Oh by the way, I'll just plug the repair service we offer - we'll fix any computer for you, and at a cheap rate too!



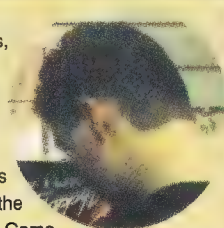
The ones that sold the most

- 1.....Alien Breed
- 2.....Lotus Challenge II
- 3.....Mega lo Mania
- 4.....Final Fight
- 5.....Movie Premiere
- 6.....Rugby World Cup
- 7.....EA Hockey
- 8.....Man Utd Europe
- 9.....World Class
- 10.....F-16 Combat Pilot

Konrad Kotolinski (16)

3rd - I have got four computers, a Mega Drive, a Spectrum, a PC Engine TurboGrafix and a Game Boy, although I never use the Spectrum anymore. Pit Fighter on the Mega Drive is brilliant, as is Gun Head on the Engine and Duck Tales on the Game Boy. In my opinion Terminator 2 is the best coin-op around at the moment - the graphics are stunning.

I like sport in my spare time, and play a lot of snooker, as well as darts. I love Rap music, especially NWA and Ice Cube. I haven't got a New Year's Resolution - I don't need one because I haven't got any bad habits!





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For young children learning to read can be an adventure! In the title Cinderella, for example, they can use the remote control unit to click on words and pictures to hear pronunciations, syllables, definitions and second language translations. And learning about the world can be fun too. The World Vista Atlas provides detailed information in words and pictures on the history, architecture, language and geography of each country. This can be cross referenced to compare with details of other countries.



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Which computer(s), if any, do you own? 71

HARE



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Isn't he adorable! Not only is Roger Rabbit cute, he can handle that rascal Baby Herman too!



The name Disney is synonymous with movie and TV entertainment and a series of interactive cartoons is now being produced, predicted to set new standards in computer entertainment.

In a bid not to be just another 'movie game' reliant on existing internal soundchip capability, Disney has developed the Sound Blaster, a non-external speaker, enabling speech and full orchestrated sound effects to shine.

Presently the Sound Blaster is only available on the PC, but Disney is developing the machine to work with the Amiga with the possibility of other formats in the future.

Furthermore, other game design houses are likely to develop games to work with the Sound Blaster, available for the PC and Commodore Amiga for a very reasonable £29.99.

Disney's bid is to transfer the cinematic experience of its movies straight from the silver to the computer screen.

The first production, due for a January '92 release, is Roger Rabbit, that excellent Disney movie which combined the wizardry of the studio's animation with real actors.

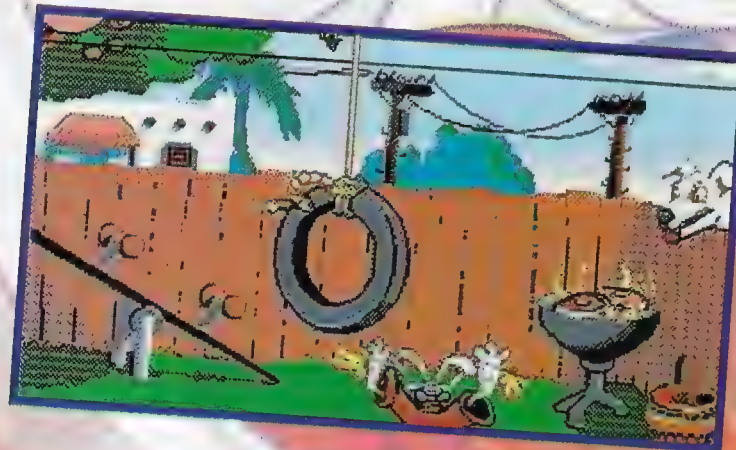
DESCENDING TO DIZZY HEIGHTS

Welcome to Toon Town! To understand this place, leave all common sense and sanity at the city gates.

RK Maroon presents Hare Raising Havoc, starring that Toon Town terror, Roger Rabbit.

The aforementioned furry floppy-eared mammal has done famously in the movies, and now you can try and control him in the ultimate interactive cartoon.

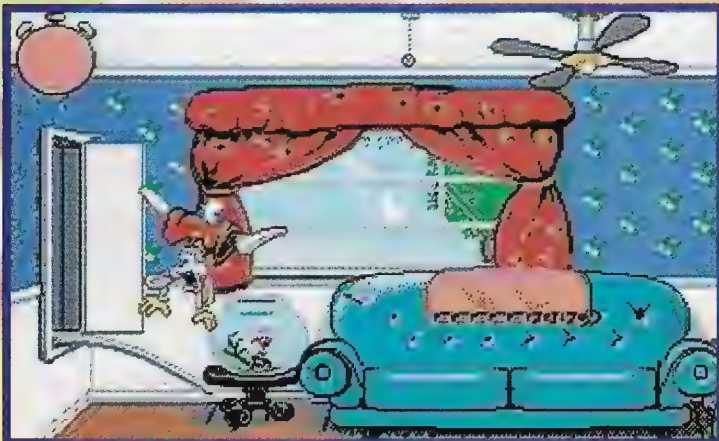
Extra extra, read all about it in the Toon Town News, 'Hollywood Director has cow!'



In an off-camera scene played out all too frequently, the disgusted director hurls his megaphone through the air and screams "CUT CUT CUT!! Roger, zee script says ROGER HAS BABY HERMAN BACK WHEN MOMMY GETS HOME! Can't you do anyzing right?"

The scene where Roger shuffles his great feet, twists his ears and splutters out a simple "S-sorry ND" is perfectly recreated in the game.

Meanwhile, Baby Herman sulks schemingly in the corner, arms crossed. Now all hell breaks loose!



The solution to each scene is usually a whacky one, and only the warped people of Toon Town will be able to work out some of the later scenarios

RAISING HAVOC

Sneaky Peek



To quote a stunt coordinator on the director's requirement for first shot perfection:

"When we drop a refrigerator on Roger's head, birds and bells twirl around his head before he'll see stars. Trouble is, ND wants stars first time around!" You've heard of the phrase 'Loony Toons'!

You control Roger by pointing a cursor with the mouse at various objects and clicking. Roger walks over to the object and a variety of events can occur.

In each venue Roger is faced with an obstacle to overcome or a puzzle to solve and you must try a number of ways and means in order to get him out of this situation and to progress to the next scene.

For example, Roger is locked in the kitchen by Herman. Clicking on the door, Roger grabs the door handle and with

feet on the door yells, "Let me outa hear!"

Remembering that nothing makes sense in Toon town you take a look around the kitchen. A pile of crockery on the sink, a mangle, a fridge and a large fan on the ceiling.

FRUITY ESCAPE

Of course, the solution is completely whacky. Roger must go to the fridge, eat bananas, drop the skins on the floor, slip on them, fly onto the draining-board, walk along to the cooker, burn his feet and leap onto the lamp, swing from the lamp through the mangle and under the door!

The phrase 'interactive cartoon' has been bandied about for years but Hare Raising Havoc is the real McCoy!

The graphics and animation are stunning and the Sound Blaster, which can reproduce the

exact voices from the cartoons, really succeeds in breathing life into all the characters.

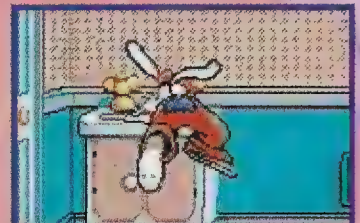
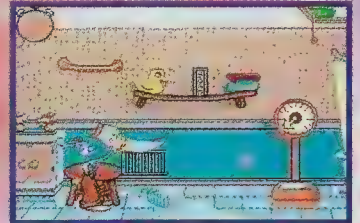
Add to that the ability to control these characters and it would seem that this is indeed an interactive cartoon.

Of course, Disney studios is set to produce more interactive cartoons based on other Disney characters and stories.

The studio is experimenting in various styles of gameplay, from the puzzle-solving in Hare Raising Havoc, to more physical arcade action in forthcoming action adventure, Rocketeer.

Disney has done a thorough job with its introduction into computer game entertainment. By presenting a full package with the Sound Blaster it seems determined to set new standards in game entertainment.

Hare Raising Havoc will be released in the UK in January 1992, published by Infogrames.



Woah, standing on these plates is hard work. Oops, there goes a dish, and another...

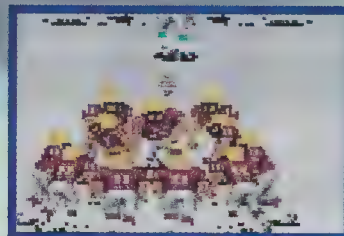
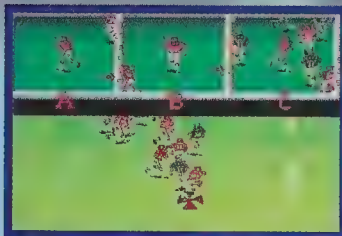


Much crunching and oomping is the order of the day as players get together for one heck of a bashing, taking heed of the pep talk they've just received

One of the best-selling titles on the Sega Mega Drive, John Madden's American Football, has been converted to the Amiga. On the touch-line, Jason Spiller reports on this sport sim sensation.



Take your pick from any two of 17 professional teams before padding yourself up and girding your loins for tough offensive play



The player gives a display of his variety of mean and moody postures for next year's Mr Universe contest

Sneaky Peek

JOHN MADDEN

AMERICAN FOOTBALL



Conveniently released during the Super Bowl, the Amiga version of John Madden's Football comes complete with a first-class pedigree, thanks to the success and critical acclaim the game has received on console.

Statistically, it is quite amazing, featuring 17 professional teams in the league, with an accurate representation of the players' strengths, speed, game intelligence and idiosyncrasies.

But the game focuses very much on the man of the moment, John Madden, demonstrating his style of coaching and highlighting his game philosophy and the statistical models developed by Madden himself.

John Madden is one of NFL's most successful coaches, but he's best known in the UK for his commentary on Channel 4's Superbowl coverage.

Madden's involvement goes much further than just his name

endorsement since he has given over 100 plays from his play book which can be used as reference when faced with a play-off and field positioning.

BROLLIES AND WELLIES

Play decisions are also based on the weather and field positions, and you can select strong wind, mud, rain and even snow.

The players actually move and respond to the conditions, such as slipping around in the mud and ice.

Once the pep talk in the locker rooms is over, all attention turns to the field where the coach continues to bellow and bark out his instructions.

The field is presented in 3D with the enhanced Amiga graphics adding even greater realism to the picture.

With over 70 colours on screen at any one time, the game is kept flowing with 350 separate frames of animation and additional digitized in-game graphic screens.

Each type of player has a status. Defensive players portray hitting ability while quarterbacks are ranked according to how well they scramble.

Sonically, the game has a wealth of atmospheric sound effects such as crowd noise and a thumping soundtrack remixed for the Amiga by veteran music man Rob Hubbard from an original by Jason Whitely.

HERE WE GO, HERE WE GO

As a matter of fact there are eight brand-new pieces of theme music which, when combined, occupy 1 megabyte.

In addition to crowd racket there are the token 'crunch and oomph' emitted from the players during the hurly-burly of play.

The 16-bit version has been designed by Gary Roberts who started his game design career by being thrown out of college for clogging up the computer network with a multi-user Dungeons and Dragons game.

Now the academic outcast

has gone legit and the conversion is shaping up nicely.

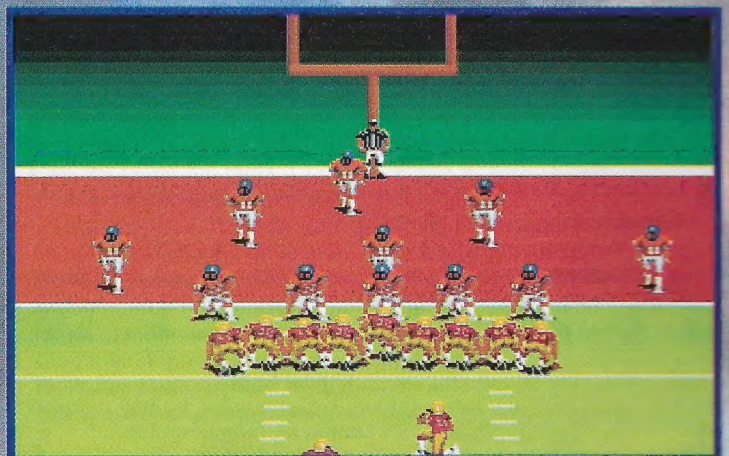
To some extent, Robert has changed and enhanced the 16-bit version over the console in order to maximise the potential of joystick control, but at present the exact joystick controls are still being experimented with.

Technically, the most notable effect is the unique Iso Vision TM which zooms into the action via a window, showing the receivers running down the pitch anticipating the throw.

John Madden's American Football is the most life-like simulation of the sport ever and manages to explain the game comprehensively.

It maintains a tongue-in-cheek feel thanks to the inclusion of Madden's comments and philosophies such as, "Some guys ain't mudders. Some guys can't hold a block of grass!" I'm sure he knows what he means!

John Madden's Football will be released late January 1992.



CLASSIFIED ADVERTS

This is where you can make some cash and give other readers a chance for a bargain by advertising any bits and bobs, consoles, computers, etc. that you don't need or want any more. We do not accept adverts for software formats (sales or swaps) that are copyable - that means disks and cassettes, and no trade ads either!

• PAL Mega Drive, 1 joypad + 5 games: T. Force III, Gairies, Mickey Mouse, Elem. Master, Atomic Robokid. Best price offer gets it! Tel: (061) 775 5168. Ring after 6pm and ask for Alan.

• Mega Drive games: Golden (Jap) £23 & Air Diver (UK) £15 Jet Fighter. Radio controlled car - turbo 27 km/h by Taiyo £45. Falcon-Pro BMX bike £40. Tel: (021) 430 2988.

• Game Light, magnifier for £5 each. That's a Mouse! works on ST's/Amiga's for £7, and back issues of different kinds of computer and console mags. Call William: (071) 701 8171.

• Half set of precision made series VI golf clubs. Mint condition. Adidas bag, balls, all bits and bobs. £100 or swap for good Game Boy stuff. Tel: (091) 416 9696 after 4:00.

• WANTED: Navy Seals for Game Boy. Pay £13. Phone Colin after 6:00pm on (031) 447 7239.

• Sega Master System with four games inc. Double Dragon + 1 built-in. 2 joypads. £80 ono. Contact Ian: 10, Dregghorn Gardens, Edinburgh, EH13 9NP, or swap for Game Gear.

• Spectrum 128k + 2 joysticks, many games including Super Stunt Man, Leader Board, etc. Cost over £200. Only £120 or swap for Game Boy. Tel: (0962) 734118 after 4:00pm.

• Spectrum 128k + 2a. 100's of games, mouse with software, light gun with 6 games, mags with tapes, joystick. V.G.C. £150 ono. Tel: Daniel (0582) 605605 after 4pm weekdays.

• For Sale: Game Boy with eight cartridges including Robocop and W.W.F. Supplied with holster and Game Light. All original packaging, only £145. Call Stuart (0483) 422639 after 6:00pm please.

• Lynx - will swap Chips Challenge, Zalar Mercenary, Rygar, Gauntlet 3 - for other Lynx games. Contact Evan after 4pm on (061) 483 2490 (Stockport).

• Spectrum +2 128k. 2 joysticks, interface, mostly full price games, original box. Full instruction manual. Good condition. £85. Tel: (0252) 879563 after 6:30pm.

• Atari Lynx, PSU, Comlynx, three games, headphones, two sets of batteries and recharger. I need the money so selling for £100. If interested, phone Peter on (0733) 233314 anytime.

Uncle X would like to know what you got for Christmas. Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.



PLEASURE CRUISE

First of all I'd like to say well done for your brilliant Cruise for a Corpse guide in issue 24, it was first class! You should have a lot more adventure game guides by the way, they're really helpful. I've found that after a while I can't save my position in Cruise for a Corpse. Can you help?

Jamie Johnston, Edinburgh.

It's true adventure games do lend themselves very nicely to player's guides. As for the problem you are experiencing with saving your game I suggest that you give US Gold's helpline a call. The number is 021 625 3366.

YOU WANT MORE?

I am writing this letter to talk about consoles. I have been buying Games-X since it started way back in May this year and I think it's great! Over the months Games-X has improved a great deal, but to make it even better you could make Console Connexions even bigger.

There have been more and more people that I know who are buying console machines and we all think that you should put more in your mag for us. Every now and again you give a console chart in the mag, but I think there should be a weekly one.

What there is of Console

Connexions is great, after you reviewed Super RC Pro Am on the Game Boy in issue 26 I went out and bought it. Everyone who owns a Game Boy should think about getting themselves a copy as it is brilliant. This isn't the first game I have bought because of one of your reviews and I don't think it'll be the last one either.

PS Could I have one of your excellent T-shirts?

Jonathan Higgins, Wigston, Leicester.

Although you want gallons more info about your particular machine we have to balance the contents of GX to keep everyone happy, after all it is a multi-format magazine. And this week you've really got nothing to complain about - just take a look at all those reviews for your hand held. A T-shirt? You haven't a hope in hell!

WORD OF THE WEEK:
AYE-AYE n. an arboreal nocturnal lemur, native to Madagascar.
 As in: 1. Aye aye, there's an aye-aye up in that tree.
 2. Aye aye, cap'n! Splice the aye-aye, you dogs!

PRICELESS ANTIQUITY?

How are you doing? I've been reading Games-X since the number one issue, and you're getting better each week. Is issue number one a collector's item yet? Now for some questions.

1. Is it April or May that the Super NES is launched in Britain? I'm not sure when Spring starts.
2. How many titles will be available initially?
3. Is 42 the answer to the ultimate question?

Well, that's about it. By the way did you see the Game Boy Pete was wrapping up in Eastenders?

Gregor Houghton, Fratton, Portsmouth.

If you hang around for a hundred years or so and still have issue number one, you'll have it made!

CHEEK OF IT

CHEEK OF THE WEEK I reckon that your mag is the fabbest, brillest, coolest, baddest, wickedest mag on the Earth. Now will you please, please, please send me Scrapyard Dog for the Lynx. If so, thanks a million - I'm serious.
J Pritchard, Purley-on-Thames, Reading.

Serious eh? Well so am I... Bog Off!

1. The Super NES will be available in April from a wide range of retailers.
2. I can't tell you exactly how many games are expected, however many developers are working on a number of titles at the moment. Also expect a steady flow of games from the States as the year progresses.
3. Don't be stupid, you're way out.

I didn't actually see the Game Boy, but I did hear the familiar sound of Tetris drifting out of the TV set at various times during the next episode.

TO THE RESCUE

I hearby claim my T-shirt as I enclose details of a Commodore 64 club as requested by John McGuire in the 35th Games-X. Glad to have helped.

The address of the club is Jack Cohen, Membership Secretary ICPUG, PO Box 1309, London N3 2UT. The telephone number is 081 346 0050 (after 6pm).

Simon Moore, Bradwell, Great Yarmouth.

Thanks very much. Have you always been such a

useful chap? Hmm, I bet your mother is proud of you. A T-shirt is on its way. If there is anyone who knows of a C64 club nearer to Glasgow the offer of a T-shirt is still open.

MORE, MORE, MORE!

Games-X is my best magazine. I had an Atari Lynx for Christmas and I don't know what games are good and which are naff. I was thinking about getting NFL Superbowl, so please could you tell me whether it is worth getting or not.

Please could you review more games for the Lynx.

Daniel Bulmer, Almondsbury, Bristol.

A greater number of titles are due to appear on the Lynx this year, mainly because Atari itself is producing more games, and also because software houses are taking the machine seriously

Name

Address

Post code

Post to: Games-X Classifieds, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

FREE!

and so are working on Lynx titles. Obviously, the more software which is produced, the higher the coverage GX can give to it.

NFL Superbowl isn't due for release until February so watch out for a review in Console Connexions in the near future.

A TAD LATE

I am writing in order to settle my mind about a problem I have. Some people happen to think Nintendo is the number one games system, but I think the Sega Mega Drive is. Please could you tell me if I am right?

PS For being so polite can I have a T-shirt, kind people?

The Atari Lynx (not the one in issue 33), no fixed abode.

You're right. The NES is only an 8-bit machine meaning the 16-bit Mega Drive is the superior console giving better graphics, sound and gameplay. I don't feel particularly kind today, so no you can't have an amazingly cool GX T-shirt.

HOW OLD?!

I will start by telling you which machines I own - original eh? (Hmm, I was just thinking that! - Doc). Well I own a Dragon 32. What! I hear you say (Well actually I couldn't say anything I was laughing so much - Unc). Well it is a prehistoric machine (that new? - Unc) that has blocky graphics, terrible games and takes weeks to program a rubbish game.

But thanks to modern technology, I now own a ZX Spectrum+ (I'm going to need a corset, my sides are beginning to split! - Unc), on which I have worn the keys thin and it is now on its last legs (not surprisingly). So I said to myself, Kevin, it is time you bought yourself a new computer. But erm, which one?

I am hoping to get either an STE or an Amiga. Both are very good, but which one? I like Amiga games and graphics, they are better than the ST. But the ST is cheaper which suits my pocket better. So which one, can you help me?

PS I love your mag and I get it every week.

PPS I would really like a Games-X T-

shirt please. I'm a size medium. PPS Go on, please.

Kevin H, Rougham, Bury St Edmunds.

Even with the advanced features of the STE the Amiga is still the better games machine of the two. You'll also find that software houses do not produce games which make use of the STE's enhanced technology. So all in all the Amiga is the best bet. As for the T-shirt, I'm afraid we are clean out of the medium variety, sorry.

TEAM TALK

It is time to reveal what weird and bizarre gifts the GX team received for Christmas this week as we all returned from our relaxing break.

Scoop is entranced by his new watch sporting the handsome face of Darth Vader in the centre of it. He can't actually tell the time but he keeps looking at it and speaking in a heavy voice!



Nick "Barmy Army" Walkland got a handy Tandy portable pinball machine to play with in his spare time (not that he gets any!) It measures no less than 10cm by 5cm, a handy pocket size for the office jester, rather a shame that he has already broken it then isn't it? The clumsy oaf!



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NEXT WEEK

out Thursday 16th January

★ Get help with your problems in part three of our beginners' guide to the Amiga and ST

★ Daemon's Gate from Gremlin, and Rocketeer get the GX sneak preview treatment



★ All the latest news and reviews for your computer and console

★ The complete guide to Electronic Zoo's Cardiaxx

★ Part two of the Rick Dangerous player's guide

Contents are subject to change

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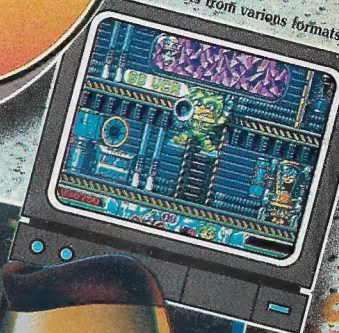
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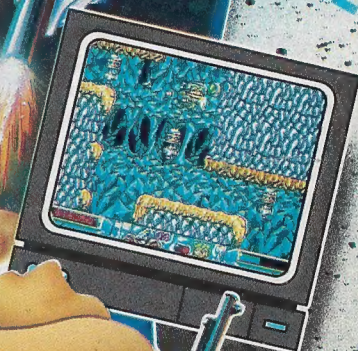
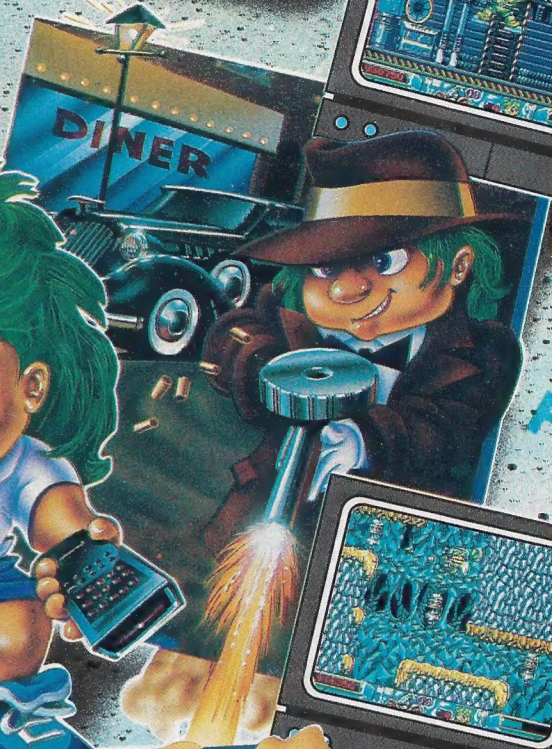
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Screenshots from various formats



PICTURE



Available on:
Atari ST/STE & Amiga.

Another blockbuster video bursts onto your screen and you're thinking to yourself, what can that guy do that I can't? The room spins, you feel invincible and CRASH!...

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... You're battling with an evil wizard in a far off medieval world, you have but one mission to travel through 5 time spheres and 20 battle planes out of your video!.....

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